

FIGURE 1

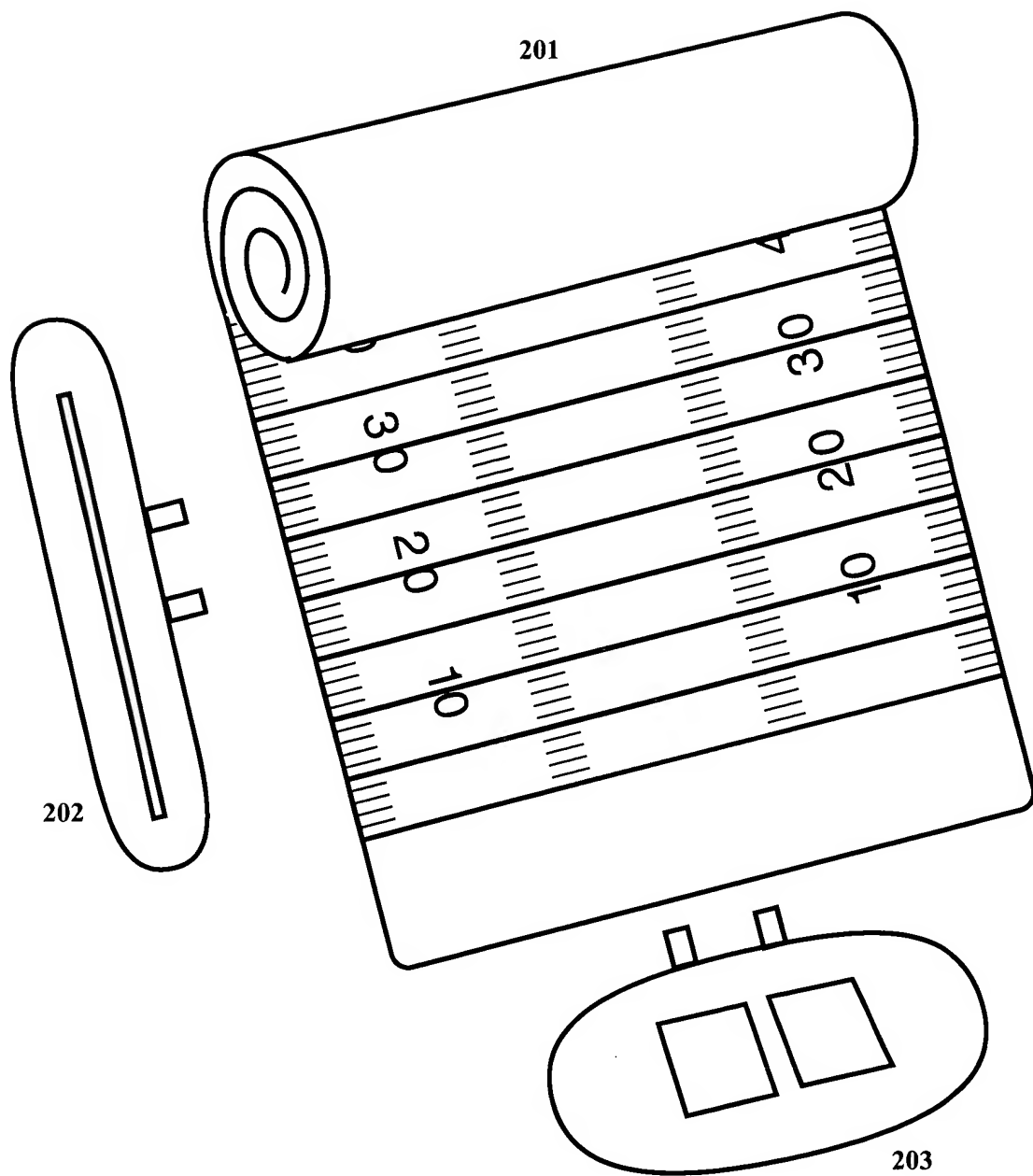


FIGURE 2

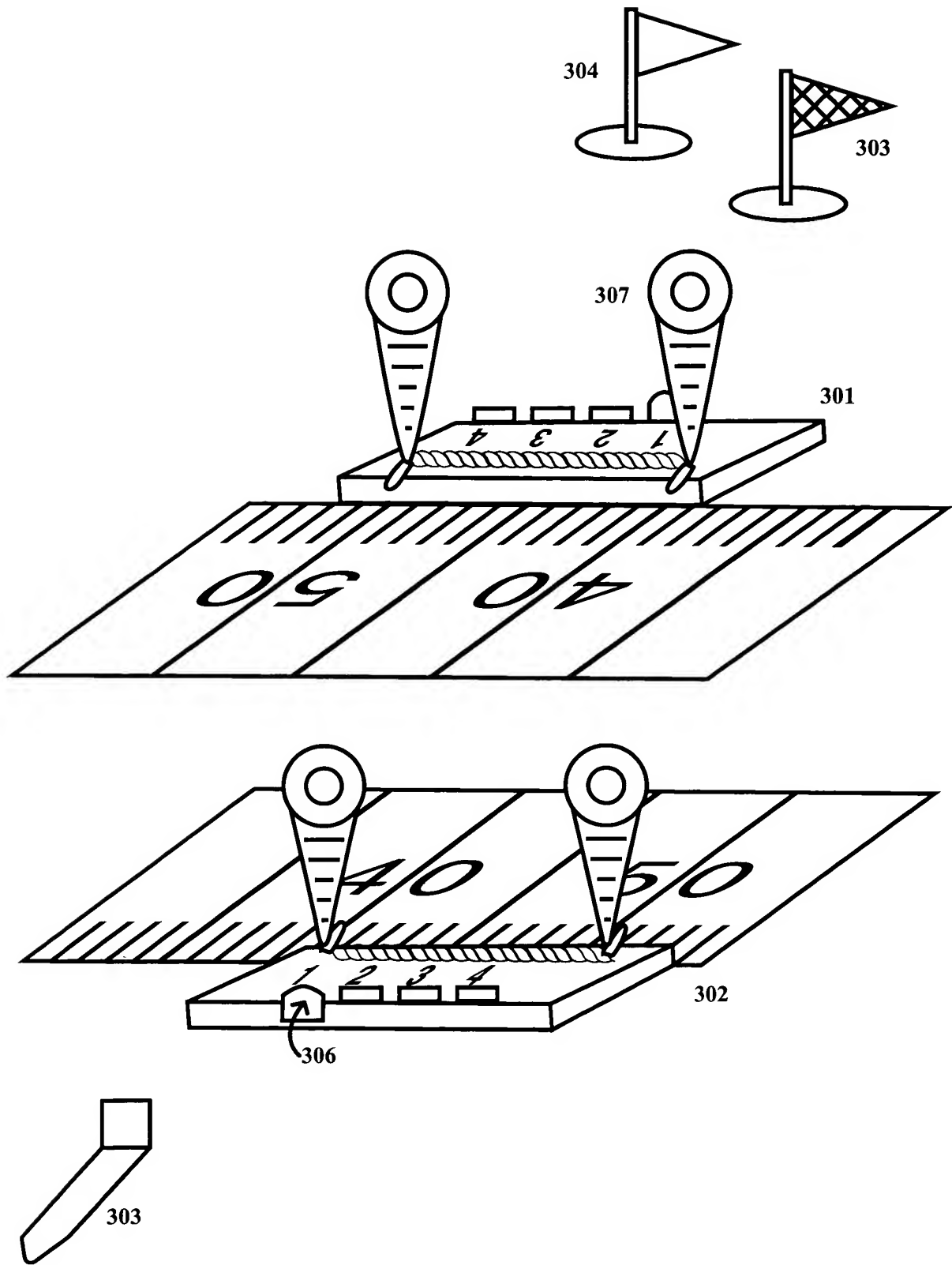


FIGURE 3

FIGURE 5



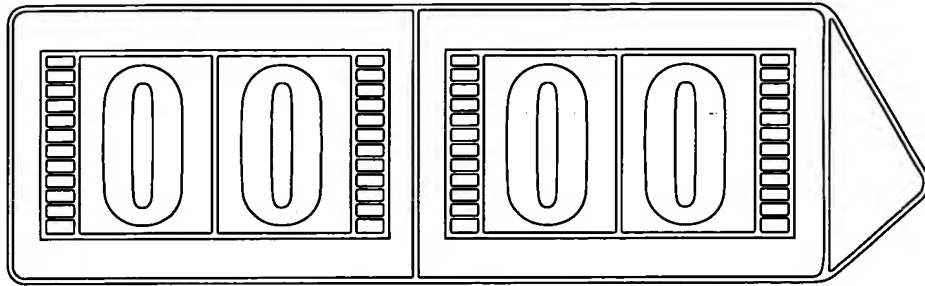
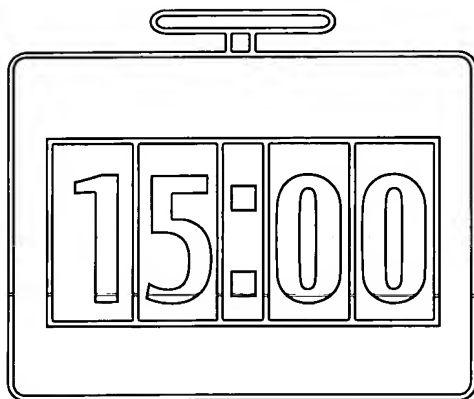
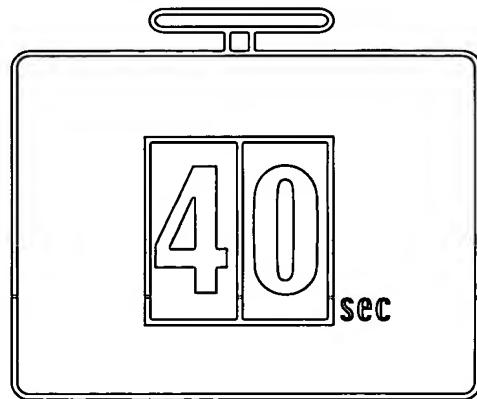


FIGURE 6



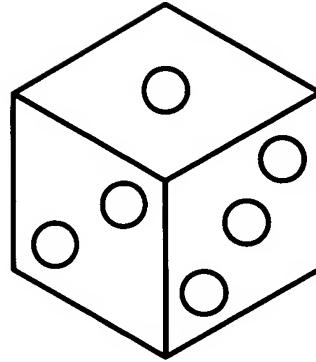
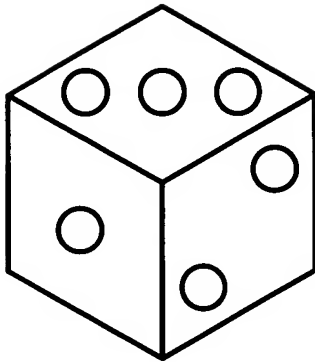
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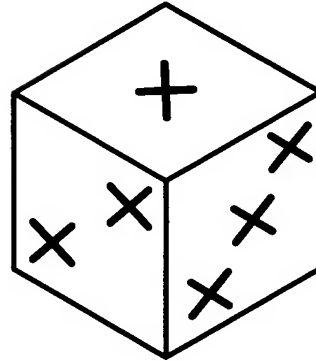
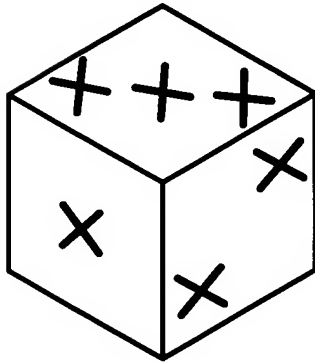
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FIGURE 7

801



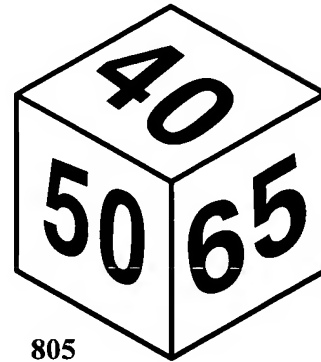
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803



804



805

FIGURE 8

901

Pass

Fly (10-yards)
Best out of 3 rolls
Two dice, then Two dice
TPE

902

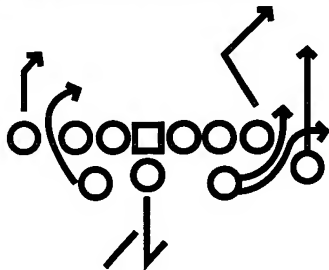
Run

Two dice, then OFF
One die alone, then
each team Two dice
TPE

903

West Coast Offense

Multiple Pass Offense



904

Play Option Run

Bomb (40-yard pass)
Best out of 5 rolls, single
Die

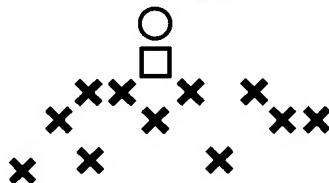
Screen Pass
Roll one die to see if R.B.
catches ball and gain that
value, then two Dice for
yards TPE

Slant
One double die roll only
Doubles rule applies

905

Zone Coverage

**PASS DEF THAT ALLOWS
DEFENSE TO BETTER
POSITION FOR THE
RUN AS WELL**



906

**The Official
Ruling is...**



Referee Rules
No Infraction On The Play

FIGURE 9

GAME CLOCKS	
DESCRIPTION AND SETTINGS	<p>There are Two Game Clocks working together to accurately compute the game timing.</p> <ol style="list-style-type: none"> 1. The Game Clock: set to a regulation 15 minutes and controlled by the Offense. This clock counts down from 15 minutes to zero the end of a quarter. 2. The Play Clock: set to 30 or 40 seconds prior to the game agreed upon between the players and controlled by the Defense. This clock counts down from the seconds agreed upon and will produce an Immediate 5-yard delay of game penalty for the OFF if it runs out of time.
PROCEDURE	<p>The Two Time Versions of OTR Football.</p> <ol style="list-style-type: none"> 1. Two-15 minute quarters looked at as two halves. Regulation stops apply. but it also stops to review the play chart outcomes, adjust the field markers, and discussions over the game procedures without using a time out. No play clock is used. 2. Four-15 minute quarters. Here the clock runs under professional football guidelines with regulation stops applying only. The Play Clock is use as well.
REGULATION STOPS	<ol style="list-style-type: none"> 1. Incomplete pass. 2. Change of Possession after the play ends. 3. Declared Fair Catch or Touch Back. 4. Out of Bounds of any sort. 5. After a score of any type. 6. The 2-minute warning. 7. Team timeouts. 8. The end of a quarter where the teams switch end zones. 9. After the Kick-Off, Field Goal, Punt or On Side Kick. 10. Coaches challenge 11. Penalties. Immediately for OFF, After the Play Ends for DEF, "At Snap" OTR game Penalties such as using the wrong dice or play cards.
TEAM TIMEOUTS	3-per team per half. The length should be negotiated between the players.
OVERTIME	One-15 minute quarter of sudden death, the first team to score any Points, with only two team timeouts. After that the game is a draw.
NOTE	<p>Timing is an extremely important element of the game of Football, Therefore it is expected of both teams to honor the rules governing keeping time and exercising an overall respect for each other's position in the game, meaning if one is winning or losing. The OFF controls the pace of the game, because if the OFF is winning they will look to eat up the clock, but if they are losing they will need to conserve as much time as possible, running plays fast and using timeouts. So the DEF must respect and be ready for either Offensive position.</p> <p>See the players guide for strategies in clock management.</p> <p>A single multi functional clock may be provided for use with the above rules of operation.</p>

FIGURE 10A

All possible dice roll combinations Basic win and lose outcomes based on two dice rolled.		
OFF	DEF	OUTCOME
HI SUM (4+5=9)	LO SUM (4+3=7)	OFF wins
LO SUM (4+3=7)	HI SUM (4+5=9)	DEF wins
EQUAL SUM (4+5=9)	EQUAL SUM (6+3=9)	DEF wins (Tie generally goes to DEF)
MATCHED SUM (4+5=9)	MATCHED SUMS (4+5=9)	DEF wins (Tie generally goes to DEF)
DOUBLES (5+5=10)	NO DOUBLES (4+5=9)	OFF wins
NO DOUBLES (4+5=9)	DOUBLES (5+5=10)	DEF wins
HI DOUBLES (5+5=10)	LO DOUBLES (4+4=8)	OFF wins (Defaults to Hi/Lo rolls)
LO DOUBLES (4+4=8)	HI DOUBLES (5+5=10)	DEF wins (Defaults to Hi/Lo rolls)
EQUAL DOUBLES (4+4+8)	EQUAL DOUBLES (4+4=8)	DEF wins (Defaults to Hi/Lo rolls)
All possible dice roll combinations Basic win and lose outcomes, based on one die rolled		
OFF	DEF	OUTCOME
HI VALUE	LO VALUE	OFF wins
LO VALUE	HI VALUE	DEF wins
EQUAL (MATCHED) VALUES	EQUAL (MATCHED) VALUES	DEF wins

FIGURE 10B

DICE RULES ON ROLLING FOR ADDITIONAL YARDS		
<p>1. This applies to the outcome of a Pass completion, Successful Run, Fumble, Interception, rolling Doubles or any other situation where there is eligibility for additional yards.</p> <p>2. The following rules reflect the Sum of two dice rolled or one die rolled, any further details on these outcomes can be found in the appropriate play outcome chart.</p> <p>Till Play Ends (TPE) indicates that the OFF has won the roll and can continue to roll any number of dice until the DEF beats the OFF roll, end of play.</p> <p>DOUBLE DICE ROLLS</p>		
OFF	DEF	OUTCOME
Hi Sum	Lo Sum	OFF advances sum of their roll, each team continues to roll till play ends. (TPE)
Lo Sum	Hi Sum	DEF stops gain, next down.
Equal or Match Sums	Equal or Match Sums	DEF stops gain, next down. Ties generally go to the DEF
Doubles	No Doubles	OFF advances sum of their roll and rolls two play dice alone once If they roll Doubles again they may continue to roll alone until no more Doubles are rolled and then each team continues to roll till play ends. (TPE)
Any Roll Except Double Ones and Sixes	Double Sixes	FUMBLE, each team rolls One die for possession and then one or two dice, depending on the particular play directive and circumstance, for yards till play ends. (TPE)
No Doubles	Doubles	DEF stops gain, next down.
Hi/ Lo or Equal Doubles	Hi/Lo or Equal Doubles	Defaults to Hi /Lo rolls.
SINGLE DIE ROLLS		
OFF	DEF	OUTCOME
Hi Value	Lo value	OFF advances sum of roll, each team continues to roll till play ends. (TPE)
Lo Value	Hi Value	DEF stops gain, next down.
Equal Values	Equal Values	DEF stops gain, next down
Six	One	DEF PENALTY after the play ends
One	Six	Immediate OFF PENALTY.
Six	Six	Off setting Penalties on the play, Next Down.
<p>NOTE: Exceptions to a double six turnover are when the Offense has rolled double ones or sixes along with the DEF sixes, that is ruled a play out-of-bounds, next down, or when they are rolled on an "At Snap" penalty play or on a penalty pending play depending on the outcome of the penalty.</p>		

FIGURE 10C

PASS OFFENSE WINS

Doubles Rule applies in addition to extra rolls from chart directives.

Play type	8 Man Box	Man	Zone	Change	Nickel	Blitz
Post: (20-yards) Best out of 5 rolls Two dice then Two dice TPE. If DEF rolls any Doubles, Equal/Match sums during series Pass is Incomplete. (Inside 20 Pass is default 10-yards)	Sum, 2 dice TPE	Sum, each team 2 dice Once, ND	Sum, 2 dice TPE	Sum, 2 dice TPE	Sum, then OFF Penalty.	Sum, OFF extra 2 dice roll, each team 2 dice TPE
	Doubles: Sum, OFF extra 2 dice roll, 2 dice TPE					Doubles: Sum, OFF 2 extra 2 dice rolls, then each team 2 dice TPE
Quick Out Two dice, OFF gains value of Higher die rolled, ND. DEF can only prevent with any Doubles, Match/Equal sums.	Value, ND	Value, ND	Value, ND	Value, ND	OFF gains Value of Lower die rolled, ND OFF Penalty after play	Value, OFF extra One die roll, ND
	Doubles: Sum of Doubles, ND					Doubles: Sum, OFF extra 2 dice roll, ND
Cross Pattern Two dice roll If OFF loses roll each team keep Higher value die each team roll One die again to complete pass, then Two dice TPE.	Sum, each team 2 dice TPE	Sum, 2 dice TPE	Sum, Each team extra 2 dice once, ND	Same as Zone	OFF gains diff-between OFF/DEF first roll value only, ND	Sum, extra One die roll then each team 2 dice TPE
	Doubles: Sum, OFF extra One die roll, each team 2 dice TPE					Doubles: Sum, OFF extra 2 dice roll, then each team 2 dice TPE
Curl (7 Yards) Two dice, OFF must roll 7 or higher for a completion. DEF can only prevent with any Doubles	Sum, each team extra One die roll, ND	Sum, ND	Sum, each team extra One die roll ND	Sum, ND	OFF gains diff-between OFF/DEF roll, ND	Sum, extra One die roll alone, ND
	Doubles: Complete, each team extra 2 dice, ND					Doubles: Sum, OFF extra One die roll, then each team 2 dice TPE
Fly:(10-yards) Best out of 3 rolls Two dice, then Two dice TPE (Inside 20 pass is Default 5-yard)	Sum, Two dice TPE	Sum, Two dice TPE	Sum, ND	Same as Zone	Sum, then OFF Penalty.	Sum, OFF extra One die roll then each team Two dice TPE
	Doubles: Sum, OFF extra Two dice roll each team Two dice TPE					Doubles: Sum, OFF 2 extra Two dice roll, then each team Two dice TPE

FIGURE 11A

RUN OFF WINS

Doubles Rule only applies for Two dice plays.

Play type	8 Man Box	Man	Zone	Change	Nickel	Blitz
Blast Two dice, Def can only prevent with any Doubles, Equal or Match sums otherwise OFF gains sum of Higher die value rolled, ND	OFF gains value of Lower die rolled, ND	Value of Higher die rolled, ND	Value of Higher die rolled, ND	Same as Zone	Value of Higher die rolled, ND	OFF gains sum of 2 dice rolled, each team roll One die once more, ND
Pitch Best of 3 rolls Two dice, OFF gains sum of last roll, then each team Two dice TPE	Diff- between OFF/DEF last roll, ND	Sum of last roll, then each team extra One die roll, ND	Sum of last roll then each team 2 dice once, ND	Same as Zone	Sum of last roll, then each team One die TPE	Sum of last roll, OFF extra One die roll, then each team 2 dice TPE
Misdirection Two dice OFF gains value of Higher die rolled. If OFF loses roll each team roll Two dice again for second try.	OFF gains value of Lower die rolled, ND	Value of Higher die rolled, ND.	Value of Higher die rolled, ND	Same as Zone	Value of Higher die rolled, ND	Value of Higher die rolled, each team extra One die roll, ND
Trap Two dice, then OFF One die alone, then each team Two dice TPE	Diff- between OFF/DEF first roll, ND	Sum, no extra roll alone, each team roll One die TPE	Sum, OFF extra One die roll alone, ND	Same as Zone	Sum, OFF extra One die roll, each team One die TPE	Sum, OFF extra One die roll, each team 2 dice TPE
Sweep Best out of 5 rolls Two dice. OFF gains sum of last roll then each team Two dice TPE	Diff- between OFF/DEF last roll, ND	Sum, Each team One die TPE	Sum, Each team 2 dice once more, ND	Same as Zone	Sum, each team One die TPE	Sum, OFF extra One die roll, then each team 2 dice TPE

FIGURE 11B

PASS DEFENSE WINS

- a) Match Sums during a Best Out of play ends the play then, even if there are rolls left.
- b) Match Sums on initial roll with perfect DEF coverage is an automatic OFF Penalty.
- c) Whenever DEF wins initial roll with a Blitz, play stops there. Go to charts for outcome.

Play Type	8 Man	Man	Zone	Change	Nickel	Blitz
Post	Inc.	Inc.	Inc.	Same as Zone	SACK and LOY of OFF roll	SACK and Fumble. Roll for possession OFF wins: ND, LOS DEF wins 2 dice TPE
	Doubles: SACK and Fumble roll for possession at LOS.	Doubles OFF Penalty			Doubles: Intercepted at default yards, No return	Doubles: Intercepted at default yards, each team 2 dice TPE.
Quick Out	Inc.	Inc.	Inc.	Same as Zone	Inc.	Ball tipped at LOS, roll for possession, then One die once for yards, ND
Cross Pattern	Inc.	Inc.	Inc.	Same as Zone	Receiver bobbles ball, roll for possession at distance of OFF roll then 2 dice TPE	OFF Penalty
			Doubles: OFF Penalty		Doubles: Intercepted at distance of OFF roll, each team 2 dice TPE	Doubles: SACK and LOY of DEF roll
Curl	Inc.	Inc.	Inc.	Same as Zone	LOY of OFF roll QB runs O.O.B to avoid Sack	Ball tipped at LOS, roll for possession, then One die once, ND.
			Doubles: OFF Penalty		Doubles: Receiver bobbles ball, roll for possession at distance of OFF roll, then 2 dice TPE	Doubles: SACK and LOY of OFF roll
Fly	Inc.	Inc.	Inc.	Same as Zone	OFF Penalty	SACK and LOY of OFF and DEF roll
	Doubles: SACK and LOY of DEF roll, ND		Doubles: Receiver bobbles ball, roll for possession at distance of OFF roll, then 2 dice TPE		Doubles: SACK and Fumble 7- yards behind LOS roll for possession. DEF wins: 2 dice TPE. OFF wins: ND at LOY.	Doubles: Intercepted at distance of default yards, each team roll 2 dice TPE

FIGURE 11C

RUN DEF WINS

- a) Any play immediately ends when the DEF wins on the initial roll with the Blitz See charts.
- b) Match Sums rolled anytime during a Best Out of plays ends the play then. See charts
- c) Match Sums where DEF has the perfect Defensive play on the initial roll is an automatic OFF Penalty.

Possession is gained at the current LOS on Fumbles and if a six is rolled while advancing the team in possession gets an extra roll alone before the DEF can again roll to defend TPE.

Play Type	8 Man Box	Man	Zone	Change	Nickel	Blitz
Blast	OFF loses 1-yard, ND	No Gain	No Gain	No Gain	No Gain	LOY of OFF roll, ND
	Doubles/Equal or Match sums LOY of OFF lower die value rolled.					Doubles/Equal or Match sums LOY of OFF Higher die value rolled, ND
Pitch	SACK and LOY of OFF Lower die value rolled, ND. LB gets through untouched	No Gain	No Gain	No Gain	No Gain	LOY of OFF Higher die value rolled, ND
	Doubles: Fumble: roll One die for possession at current LOS					Doubles: Fumble: roll One die for possession at the LOS.
Misdirection	LOY of OFF Lower die value rolled, ND	No gain	No gain	No gain	No Gain	LOY of OFF Higher die value rolled, ND
	Doubles: OFF Penalty					Doubles: OFF penalty
Trap	LOY of OFF Higher die value rolled, ND	No Gain	No Gain	NO gain	No Gain	LOY of OFF Higher die value rolled, ND
	Doubles: OFF penalty					Doubles: OFF Penalty
Sweep	LOY of OFF Lower die value rolled, ND	No Gain	No Gain	No Gain	No gain	LOY of OFF Higher die value rolled, ND
	Doubles: OFF Penalty					Doubles: Fumble: roll one die for possession, then 2 dice TPE

FIGURE 11D

PLAY OPTION RUN	
HOW TO USE	The play is revealed by the OFF after the initial roll.
NUMBER OF DICE	OFF Two Green play dice and DEF Two Red play dice.
PROCEDURE	<p>The OFF puts this card face down the DEF puts down their play card and after each team rolls simultaneously, they flip their cards to reveal their play selections. If the OFF wins the roll, they must proceed with their original intent to Run, however if the DEF wins on the initial roll and they did not use the Change-Up defense, the OFF may select from three alternative Pass plays:</p> <ol style="list-style-type: none"> 1. <u>THE BOMB</u>: (A maximum 40-yard gain) each team rolls One die for the Best Out of Five rolls. The distance decreases as you near your end zone. Once past the 40 to 31-yard line: 30-yard pass Once past the 30 to 21-yard line: 20-yard pass Once past the 20 to 11-yard line: 10-yard Pass. 2. <u>SCREEN PASS</u>: Each team rolls One die for a Completion or not. If the OFF wins they gain the value of their roll and each team rolls Two dice for yards TPE. 3. <u>SLANT</u>: QB throws the ball on a Slant route each team rolls Two dice Once. If Doubles are rolled OFF gets extra roll until no more doubles, ND
RESTRICTIONS	<ol style="list-style-type: none"> 1. OFF can only use the Play Option (Pass or Run) once between First Downs. If used twice without obtaining a First Down it is a 5-yard Penalty, Repeat Down. 2. There are no TPE conditions if you win the initial roll with the Option and use your original intent to Run. See Option outcome chart.
LOSS OF POSSESSION	<p>On Run plays it is a Fumble. Each team rolls One die for possession, and then One die for yards TPE. When rolling for possession if there is a Tie, each team continues to roll till someone wins.</p> <p>Loss of possession on a Pass play is an Interception; at the distance of the OFF roll, each team Two dice for yards TPE.</p>
DOUBLES RULE	Applies.
DOUBLE SIXES RULE	Applies.
1/6 RULE	Applies. All passes are an interception.
CLOCK USE	Regular game timing.
NOTE	The alternative plays are Pass instead of Run because in theory, the DEF read the play so the OFF changes their original formation of Run to Pass at the LOS in attempt to fool the DEF.
STRATEGY APPROACH	<p>The Play Option is a powerful play in OTR football. Because of it's flexibility It tends to keep the DEF off balance with their play calling because they are always anticipating you using it so they have the big decision of when to use the Change-Up defense. If you win the roll with this card you will find the outcomes limited in results as the Pass and Run plays yield short yards with no TPE conditions. You must consider prior to the Snap, which alternate play you will use to stay with-in the time frame of the play. Always know where you are at in field position so you can use the best alternative play for the yards you need.</p>

FIGURE 12A

CHANGE-UP DEFENSE Pro	
HOW TO USE	The play is revealed by the DEF after the initial roll.
NUMBER OF DICE	DEF Two Red dice and OFF Two Green dice.
PROCEDURE	<p>The DEF puts this card face down while the OFF puts down their play card and after each team rolls simultaneously, they flip their cards to reveal their play selections.</p> <ol style="list-style-type: none"> 1. If the OFF Lost the Roll but has the Play Option and the DEF has the Change-Up and has not rolled Doubles on the initial roll, each team rolls One die for the below chart results. DEF Doubles, see below 2. If the OFF has lost the roll and the DEF does not have the Change-Up then the OFF may use any of the Option plays. 3. If the OFF has won the roll with the Play Option they must proceed with their original Option Pass or Run play. See Play Option Outcomes chart.
RESTRICTIONS	If the DEF has rolled Any Doubles on the Initial Roll see below for outcome.
LOSS OF POSSESSION	<p>On Run plays it is a Fumble. Each team rolls One die for possession, and then Two dice for yards TPE. When rolling for possession if there is a Tie, each team continues to roll till someone wins.</p> <p>Loss of possession on a Pass play is an Interception; roll Two dice for yards TPE.</p>
DOUBLES RULE	Applies.
DOUBLE SIXES RULE	Applies.
1/6 RULE	Applies.
CLOCK USE	Regular game timing.
NOTE	The Change-Up is a flexible DEF It should be used when the DEF is anticipating the OFF to use the Play Option Pass or Run or the Audible Offense
STRATEGY APPROACH	This is your ultimate DEF against the Play Option plays and the Audible Offense. It is a specific defense in OTR design. If the OFF wins the roll not using the Play Option and the DEF has used the Change-Up it will produce a similar outcome to the Zone overage defense.

DEF Doubles on the initial roll with the OFF attempting to use the Play Option

OFF	DEF	OUTCOME
No Doubles	Doubles	<p>OFF Penalty "Holding" ball beyond the LOS, 10-yards, ND</p> <p>The OFF can re-use the Play Option. Each team Doubles defaults to Hi/Lo rolls</p>

Single die outcomes for a Change-Up and Play Option Match up roll.

OFF	DEF	OUTCOME
Hi Value	Lo Value	OFF gains the Sum of their roll, Next Down. Can Re-Use Option.
Lo Value or Equal Value	Hi Value or Equal Value	<p>RUN Option: LOY Diff-between OFF/DEF roll.</p> <p>PASS Option: LOY of OFF roll, (QB Runs Out of Bounds to avoid Sack). Clock Stops.</p> <p>OFF can Re-Use Play Option.</p>

1/6 Rule

OFF	DEF	OUTCOME
Six	One	DEF PENALTY, OFF can Re-Use Play Option
One.	Six	<p>OFF PENALTY, OFF can Re-Use Play Option.</p> <p>If it is the Next Down, OFF can still Re-Use Play Option.</p>
Six	Six	Off Setting Penalties, Remains Same Down. OFF can Re-Use the Play Option.

FIGURE 12B

FIELD GOAL Three Points	
HOW TO USE	This play is declared by the OFF before the roll. All Field Goal attempts are calculated from the Current LOS.
NUMBER OF DICE	<ol style="list-style-type: none"> Outside the 20-yard line (21 and up) the OFF and the DEF use Three dice: the Field Goal/Punt die and Two play dice. Inside the 20-yard line (20 to goal line), the DEF rolls Two dice and must roll any Doubles to Block the Field Goal. The OFF if they choose, may roll Two dice and must roll Doubles to have the option to Fake. If the Def also rolls doubles there is no fake, Field Goal Blocked
PROCEDURE	<p>The OFF puts the Field Goal card down on the field face up and declares the Field Goal attempt. If outside the 20-yard line each team rolls the same combination of dice simultaneously.</p> <ol style="list-style-type: none"> The OFF must roll the total yards needed to reach the End Zone or better for a successful Field Goal. If not the attempt is no good. <p>The DEF rolls the Exact same dice as the OFF in attempt to block the kick. See the chart below for the three possible blocking outcomes.</p>
RESTRICTIONS	The longest Field Goal attempt possible is 60-yards. Double Ones are an Out-of-Bounds kick. See note below.
LOSS OF POSSESSION	Loss of possession can happen on a successful block in two ways only. See the Outcome Charts below for the conditions.
DOUBLES RULE	Applies on DEF blocked returns only.
DOUBLE SIXES RULE	Applies, and results in a Blocked Field Goal where the DEF is eligible to roll for yards TPE.
1/6 RULE	Does not apply.
CLOCK USE	Regular game timing.
STRATEGY APPROACH	Consider the score and time remaining in the game as well as how efficiently you are executing your game plan when you are faced with the decision of kicking a Field Goal or attempting to get a first down on fourth down or scoring a Touch Down. Putting points on the board should always be your most important concern.

BLOCKING SITUATIONS OUTSIDE THE 20 YARD LINE		
DEF	OFF	OUTCOME
The Exact Play Dice and Field Goal Die total as OFF	Exact Dice as DEF	BLOCKED, DEF Recovers Behind the LOS, each team Two dice TPE
Double Sixes.	Any roll.	BLOCKED First Down at 20-yard line for the DEF.
Double Sixes and the Exact Field Goal Die total.	Any roll.	BLOCKED DEF Recovers Behind the LOS, DEF rolls Six times Alone before the OFF can roll to defend, then each team Two dice TPE
BLOCKING SITUATIONS FROM THE 20 YARD LINE TO THE GOAL LINE		
DEF	OFF	OUTCOME
Any Doubles	Any Roll	BLOCKED. First Down at the 20-yard line for the DEF.
Double Sixes.	Any roll.	BLOCKED and RECOVERED at LOS, BY THE DEF each team rolls Two dice TPE.
No Doubles	Doubles	FAKE FIELD GOAL Optional for OFF

FIGURE 12C

FIELD GOAL Three Points	
HOW TO USE	This play is declared by the OFF before the roll. All Field Goal attempts are calculated from the Current LOS.
NUMBER OF DICE	<p>3. Outside the 20-yard line (21 and up) the OFF and the DEF use Three dice: the Field Goal/Punt die and Two play dice.</p> <p>4. Inside the 20-yard line (20 to goal line), the DEF rolls Two dice and must roll any Doubles to Block the Field Goal. The OFF if they choose, may roll Two dice and must roll Doubles to have the option to Fake. If the Def also rolls doubles there is no fake, Field Goal Blocked</p>
PROCEDURE	<p>The OFF puts the Field Goal card down on the field face up and declares the Field Goal attempt. If outside the 20-yard line each team rolls the same combination of dice simultaneously.</p> <p>2. The OFF must roll the total yards needed to reach the End Zone or better for a successful Field Goal. If not the attempt is no good.</p> <p>The DEF rolls the Exact same dice as the OFF in attempt to block the kick. See the chart below for the three possible blocking outcomes.</p>
RESTRICTIONS	The longest Field Goal attempt possible is 60-yards. Double Ones are an Out-of-Bounds kick. See note below.
LOSS OF POSSESSION	Loss of possession can happen on a successful block in two ways only. See the Outcome Charts below for the conditions.
DOUBLES RULE	Applies on DEF blocked returns only.
DOUBLE SIXES RULE	Applies, and results in a Blocked Field Goal where the DEF is eligible to roll for yards TPE.
1/6 RULE	Does not apply.
CLOCK USE	Regular game timing.
STRATEGY APPROACH	Consider the score and time remaining in the game as well as how efficiently you are executing your game plan when you are faced with the decision of kicking a Field Goal or attempting to get a first down on fourth down or scoring a Touch Down. Putting points on the board should always be your most important concern.

BLOCKING SITUATIONS OUTSIDE THE 20 YARD LINE		
DEF	OFF	OUTCOME
The Exact Play Dice and Field Goal Die total as OFF	Exact Dice as DEF	BLOCKED, DEF Recovers Behind the LOS, each team Two dice TPE
Double Sixes.	Any roll.	BLOCKED First Down at 20-yard line for the DEF.
Double Sixes and the Exact Field Goal Die total.	Any roll.	BLOCKED DEF Recovers Behind the LOS, DEF rolls Six times Alone before the OFF can roll to defend, then each team Two dice TPE
BLOCKING SITUATIONS FROM THE 20 YARD LINE TO THE GOAL LINE		
DEF	OFF	OUTCOME
Any Doubles	Any Roll	BLOCKED. First Down at the 20-yard line for the DEF.
Double Sixes.	Any roll.	BLOCKED and RECOVERED at LOS, BY THE DEF each team rolls Two dice TPE.
No Doubles	Doubles	FAKE FIELD GOAL Optional for OFF

FIGURE 12D

PUNT (KICK team is OFF and REC team is DEF) Pro	
HOW TO USE	This play is declared by the OFF before the roll.
NUMBER OF DICE	OFF/ DEF up to Three. The Punt/Field Goal Die with numbers 23 to 48 and Two play dice depending on the OFF field position.
PROCEDURE	<p>The Kick team puts the Punt card down on the field face up and declares its intention to Punt. Each team rolls the same combination of dice simultaneously. This gives the REC team a chance to Block the Kick. See the chart below for the Blocking situations. .</p> <ol style="list-style-type: none"> 1. If the Kick team is before the 50-yard line, roll the Punt Die and Two play dice in attempt to get the maximum yards out of the kick. 2. If the Kick team is beyond the 50-yard line, they may select to use the Punt die and One play die in attempt to pin the REC Team close to their End Zone avoiding kicking into the End Zone which gives the REC team a First Down at the 20-yard line. The REC team after the initial roll, rolls the other play die to complete their initial return roll. 3. If the KICK team rolls Doubles 2 through 5 there is no return.
RESTRICTIONS	Double Ones rolled by the KICK team is an automatic Out-of-Bounds at the Kick Distance. The REC takes possession at that Spot, First Down.
LOSS OF POSSESSION	Loss of possession is a Blocked Kick. See the outcome charts below.
DOUBLES RULE	Applies, on the Punt Return only.
DOUBLE SIXES RULE	Applies. For the KICK team Double Sixes on the Punt results in a REC team FUMBLE, each team roll one die for possession at spot of the Kick Distance. For REC team see below.
1/6 RULE	Does not apply.
CLOCK USE	Regular game timing.
STRATEGY APPROACH	<p>A Punt is used when the OFF has not achieved a First Down and is out of Field Goal range. It is wise to Punt especially early in the game. By sending the opponent back into their territory gives you time to try and force a loss of possession.</p> <p>BONUS: The REC team before the Punt attempts to line up at the Exact Kick distance. If the REC team guesses correctly, they roll Two play dice alone for every 10-yards to the Goal Line. Counting starts from the nearest 5-yard line in the direction they are going. After they have rolled all their Free rolls the KICK team can roll to defend TPE If the REC team rolls Double Sixes on their initial roll they get Six free rolls or in addition to the free rolls from the guess kick distance.</p>

	OUTCOME
<i>REC Team</i>	
Exact Play Dice And Punt Die totals	BLOCKED Kick, each team roll One die for possession and then Two dice for yards TPE.
Double Sixes	BLOCKED Kick and Out-of-Bounds REC team takes possession at the current LOS.
Double Sixes/Same Punt Die total	BLOCKED Kick, the REC team takes Immediate possession at the Current LOS, each team roll Two dice for yards TPE.

FIGURE 12E

WEST COAST OFFENSE	
HOW TO USE	The play is revealed by the OFF after the initial roll.
NUMBER OF DICE	OFF Two Green play dice and DEF Two Red play dice.
PROCEDURE	<p>OFF and DEF put this card face down and after each team rolls simultaneously, they flip their cards to reveal their play selections.</p> <ol style="list-style-type: none"> 1. If OFF loses initial roll with Hi/Lo sums only and DEF does not have Man to Man or Nickel Defense, each team keeps their Higher die value rolled and each roll One die again in attempt to complete the Pass. 2. If DEF does have Man or Nickel, first roll counts with no further rolling.
RESTRICTIONS	None..
LOSS OF POSSESSION	Loss of possession is an Interception.
DOUBLES RULE	Applies, but with some exceptions. See play outcome chart below.
DOUBLE SIXES RULE	Applies.
1/6 RULE	Applies.
CLOCK USE	The Clock Stops after an Incomplete Pass.
STRATEGY OPTIONS	This Pass formation presents to the Defense several eligible receivers in professional Football. So by roll design you have a 2-receiver check off procedure.

OFF WINS			
OFF	DEF	COVERAGE	OUTCOME
Hi Sum	Lo Sum	Zone Coverage	OFF gains Sum of roll
		Man-to-Man Nickel Defense	OFF gains Diff-between OFF and DEF roll
		Change-Up 8-Man Box	OFF gains Sum of roll, each team roll TPE
		Zone Blitz	DEF PENALTY: Holding 10-yards.
Doubles	No Doubles	Zone Coverage	OFF gains sum of roll, each team roll once more for yards.
		Man-to-Man Nickel Defense	OFF gains Sum of roll, Next Down.
		Change-Up 8-Man Box	OFF gains Sum of roll, an Extra Roll, each team rolls TPE
		Zone Blitz	OFF gains Sum of roll, Two Extra Rolls, each team rolls DEF PENALTY after play ends
DEF WINS			
DEF	OFF	COVERAGE	OUTCOME
Hi Sum	Lo Sum	Change, Zone, 8 Man Box	OFF/ DEF keep higher die value rolled. Each team roll One die again to complete the pass attempt.
		Man or Nickel	Incomplete, ND
		Zone Blitz	OFF PENALTY: Holding 10-yards. Ball Behind the LOS. Remains Same Down.
Equal and Matched Sums	Equal and Matched Sums	All Coverage	QUARTERBACK Runs Up Middle, each team One die TPE. OFF can stop rolling for additional yards before their next roll at any time. (QB slides to end play). Clock does not stop.
Doubles	No Doubles	All Coverage except Zone Blitz	OFF PENALTY CARD
		Zone Blitz	SACK CARD and LOY of DEF/ OFF roll
Hi/Lo and Equal Doubles	Hi/Lo and Equal Doubles	All Coverage	Incomplete

FIGURE 12F

DICE RULES ON ROLLING FOR ADDITIONAL YARDS		
<ol style="list-style-type: none"> 1. This applies to the outcome of a Pass completion, Successful Run, Fumble, Interception, rolling Doubles or any other situation where there is eligibility for additional yards. 2. The following rules reflect the Sum of two dice rolled or one die rolled, any further details on these outcomes can be found in the appropriate play outcome chart. <p>Till Play Ends (TPE) indicates that the OFF has won the roll and can continue to roll any number of dice until the DEF beats the OFF roll, end of play.</p>		
DOUBLE DICE ROLLS		
OFF	DEF	OUTCOME
Hi Sum	Lo Sum	OFF advances sum of their roll, each team continues to roll till play ends. (TPE)
Lo Sum	Hi Sum	DEF stops gain, next down.
Equal or Match Sums	Equal or Match Sums	DEF stops gain, next down. Ties generally go to the DEF
Doubles	No Doubles	OFF advances sum of their roll and rolls two play dice alone once If they roll Doubles again they may continue to roll alone until no more Doubles are rolled and then each team continues to roll till play ends. (TPE)
Any Roll Except Double Ones and Sixes	Double Sixes	FUMBLE, each team rolls One die for possession and then one or two dice, depending on the particular play directive and circumstance, for yards till play ends. (TPE)
No Doubles	Doubles	DEF stops gain, next down.
Hi/ Lo or Equal Doubles	Hi/Lo or Equal Doubles	Defaults to Hi /Lo rolls.
SINGLE DIE ROLLS		
OFF	DEF	OUTCOME
Hi Value	Lo value	OFF advances sum of roll, each team continues to roll till play ends. (TPE)
Lo Value	Hi Value	DEF stops gain, next down.
Equal Values	Equal Values	DEF stops gain, next down
Six	One	DEF PENALTY after the play ends
One	Six	Immediate OFF PENALTY.
Six	Six	Off setting Penalties on the play, Next Down.
<p>NOTE: Exceptions to a double six turnover are when the Offense has rolled double ones or sixes along with the DEF sixes, that is ruled a play out-of-bounds, next down, or when they are rolled on an "At Snap" penalty play or on a penalty pending play depending on the outcome of the penalty.</p>		

FIGURE 13A

SIXES RULE FOR SINGLE AND DOUBLE DICE ROLLS		
NOTE: Exceptions to a Double Six turnover are when the Offense has rolled Double Ones or Sixes along with the DEF Sixes, see below, or when they are rolled on an "At Snap" Penalty play or on a Penalty pending play depending on the outcome of the Penalty.		
DOUBLE DICE ROLLS: Initial Roll of play.		
OFF	DEF	PLAY AND OUTCOME
Any Roll including Doubles, Except Sixes or Ones	Double Sixes	PASS: INTERCEPTED at the Distance of the OFF roll, each team rolls Two dice for yards TPE, unless otherwise stated in the play charts.
Any Roll including Doubles, Except Sixes or Ones	Double Sixes	RUN: FUMBLE each team roll One die for possession and One die for yards TPE, unless otherwise stated in the play charts.
Double Sixes	Double Sixes	PASS: DEF DROPPED THE BALL, OFF maintains possession at current LOS, next down. RUN: BALL FUMBLED OUT OF BOUNDS, OFF maintains possession at the Current LOS, next down.
Double Ones	Double Sixes	The play is OUT OF BOUNDS OFF maintains possession at the Current LOS, next down.
ROLLING FOR ADDITIONAL YARDS		
OFF	DEF	OUTCOME
Any Roll including Doubles, Except Sixes or Ones.	Double Sixes	FUMBLE: each team roll One die for possession and Two dice for yards TPE, unless otherwise stated in the play charts.
Double Sixes or Ones	Double Sixes	FUMBLE: However Ball Goes Out of Bounds OFF Maintains Possession at the Current LOS, next down.
SINGLE DIE ROLLS: Initial Roll of play (Applies for other than individual play book directives)		
OFF	DEF	OUTCOME
Six	One	DEF PENALTY after the play.
One	Six	Immediate OFF PENALTY.
Six	Six	Off Setting Penalties on the play, Next Down.
Note: All plays start from the Current Line of Scrimmage		

FIGURE 13B

DOUBLES RULE (Basic rules)

1. Anytime the OFF has rolled Doubles they get an Immediate extra roll before the DEF can roll to defend. This applies at all times during the game unless otherwise stated in a particular play chart directive..
2. The OFF may continue to roll alone as long as they roll doubles. As soon as no more Doubles appear the DEF may roll to defend.
3. If the DEF also rolls Doubles the roll defaults to Hi/Lo rolls and there is no free roll bonus from rolling doubles.
4. Doubles rolled by the DEF does not Warrant an Extra Roll in any situation.

OFF	DEF	OUTCOME
Doubles	No Doubles	OFF gains Sum of roll and then rolls Two dice alone before DEF can roll to defend. Unless otherwise stated in a particular chart.
No Doubles	Doubles	DEF wins. The outcome will have a stronger advantage for the DEF than on Hi/Lo rolls. The charts show the outcomes.
Doubles	Doubles	Defaults to Hi/Lo rolls, the OFF is not Eligible for an Extra Roll.

Example: A play involving the OFF winning the roll with Doubles and the DEF did not roll Doubles and the OFF rolling Doubles again on the Extra Roll.

Pass play, OFF 5+5=10, DEF thinking run 4+3=7: the Off gains 10-yards on the play and then rolls Two dice alone. OFF 3+3=6: the OFF gains 6-yards and continues to Roll Alone until they no longer roll Doubles. OFF 4+2=6: the Off gains another 6-yards and now the DEF can roll with the OFF to defend. OFF 5+2=7, DEF 5+3=8: Play Over. The OFF gains 22-yards on the play.

FIGURE 13C

MOST COMMON GAME RULES ADDRESSED DURING A GAME

Ties generally go to the DEF A few common exceptions are:

1. On a Fumble when rolling for possession, one team must win the roll.
2. Rolling for possession from a Ball Tipped or Bobbled, Equal or Match sums rules the play incomplete
3. Some Pass or Run plays provide for a second roll for the Offense to beat the Defense.

Fumbles: Each team rolls one die for possession and then one die for yards TPE unless otherwise stated on a particular play chart outcome.

Interceptions: DEF takes possession at distance of OFF roll and then each team roll two dice for yards TPE unless otherwise stated on a particular chart outcome

Double Sixes: Automatic Fumble or Interception anytime during game with following exceptions:

1. DEF and OFF sixes on an Interception results in "Pass was dropped" OFF maintains possession.
2. DEF and OFF sixes on a Fumble results in "Ball goes out of bounds" OFF Maintains possession.
3. DEF sixes/ OFF double ones results in "Play out of bounds" OFF maintains possession.
4. Sixes rolled on an "At Snap" play or Penalty pending play depending on type of infraction and ruling.

Out Of Bounds Cards

1. The card is applied by DEF anytime during play series to take away an extra roll or stop any further rolling, See chart for further details. Once card is used return it to deck, all unused cards are turned in at the end of quarter
2. They can only take away free rolls on the Kick plays prior to the commencing of rolling.

Change-Up Defense Procedures

1. If DEF has the Change-Up and won the roll and OFF has Play Option, each team roll one die to see the OFF may use the alternate plays to keep play alive. See Change-Up chart for further details all ties go to the DEF on this roll.
2. If OFF wins roll they must proceed with their original Pass or Run play. SEE Option Outcome chart
3. If OFF lost roll and DEF does not have the Change-Up the OFF may use any of the alternate plays.
4. The change-Up permits the DEF to continually change the DEF on the Audible play

Penalties: On the Kick-Off

1. If any dice leave board during initial roll of Kick-Off, DEF: 5-yard re-kick penalty, OFF: they return the kick the distance of remaining die on board, proceed with normal return rolling. OFF penalty after play ends. OFF draw card to be applied before the snap of the first down.
2. During return if any OFF dice leave board they gain only sum of remaining die, DEF marks the current LOS, continue in normal return procedures. After the play ends OFF draw penalty card to be applied from the spot of the foul. If DEF rolls any dice off board during return a Penalty is applied after play ends before the first down of the OFF

Dice Leaving the Board at Snap of Play

1. For OFF/DEF it is an automatic 5-yards "OFF SIDES" penalty, remains same down.

Dice Leaving the Board During the play

1. OFF: Immediate Penalty at the current LOS
2. DEF: Penalty after play ends DEF remaining die counts as their defensive roll for the play.
3. Rolling for possession: Team who lost die/dice loses. If OFF/DEF each roll off board OFF maintains possession, next down.

Penalty Cards

1. If the card cannot be applied to the situation it is ruled a No Infraction
2. The DEF always has the Option to decline the Penalty

Double Ones:

1. Earns the OFF or the DEF an Out of Bounds card at the time of rolling ones under any circumstance.
2. Stops any play engaged in additional yard rolling. Play option alternate play first roll not included.

Doubles on Kick-Offs and Punt Plays

1. There is no return by the OFF. REC team takes possession at spot of Kick. The only exception is on a Guess correctly Kick distance bonus play for Kick and Punt plays. Takes away one free roll as a result
2. OFF sixes on initial return roll on any Kick play earns them Six free undefended rolls before DEF can roll to defend.

FIGURE 14

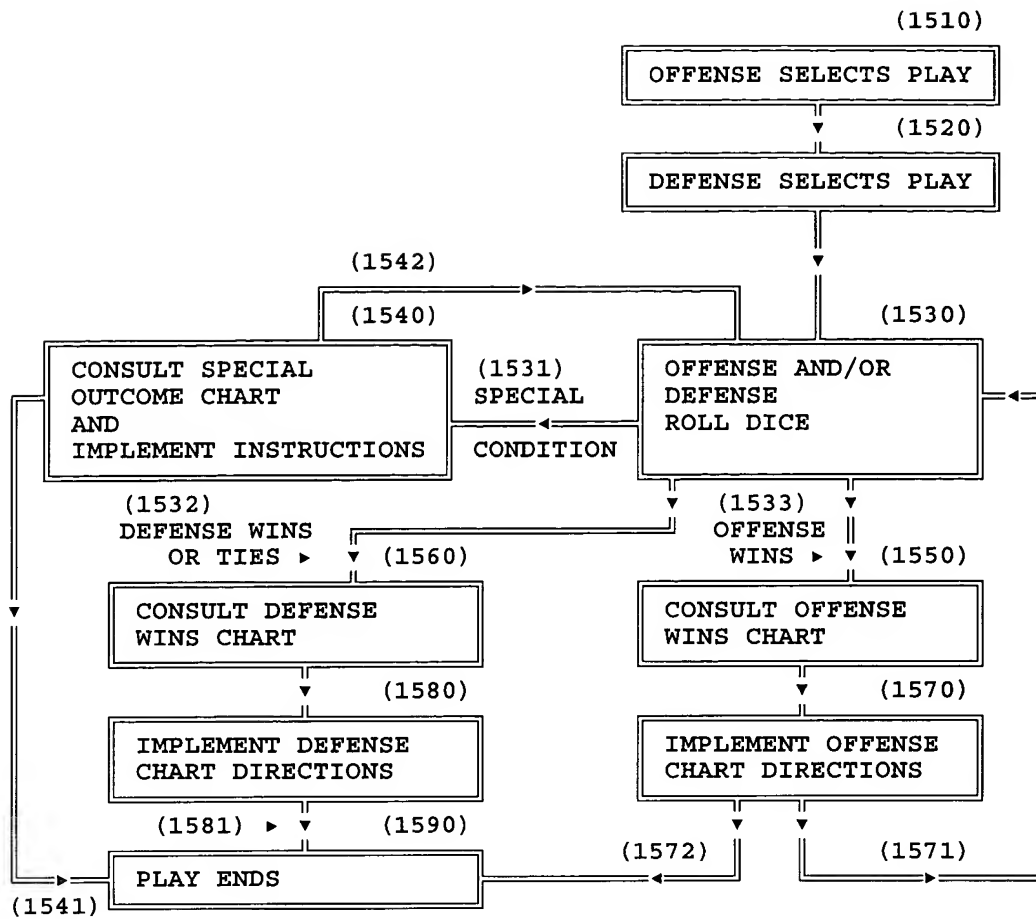


FIGURE 15

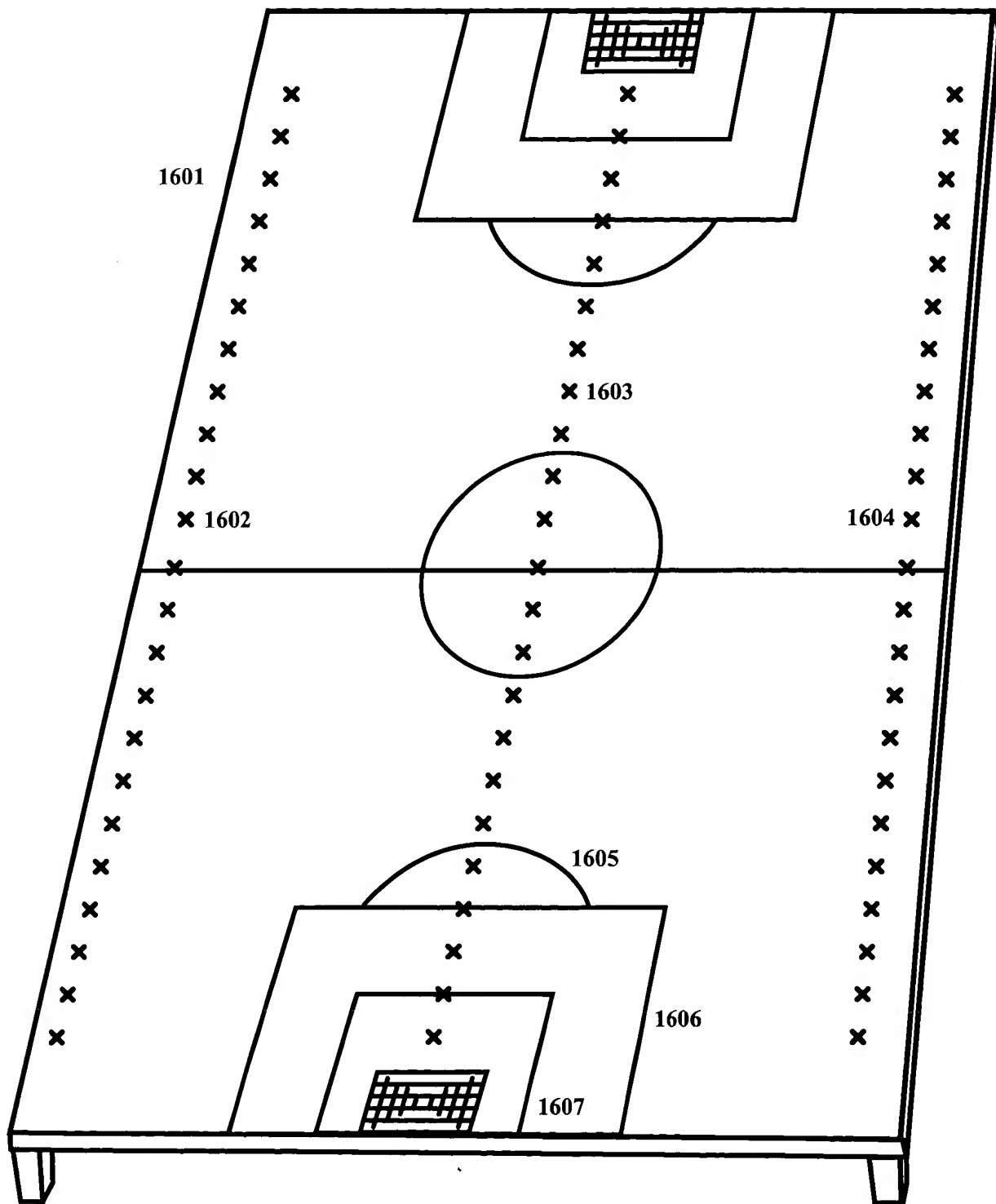
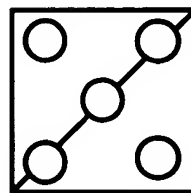
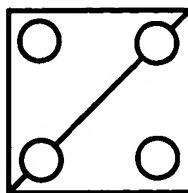
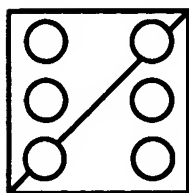
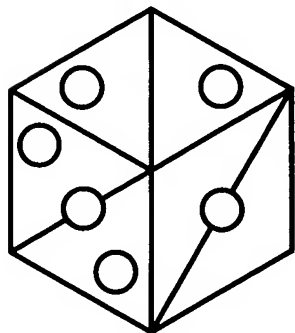
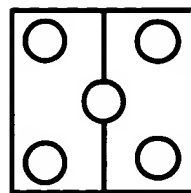
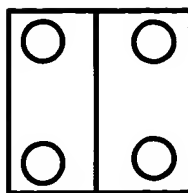
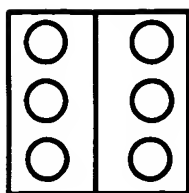
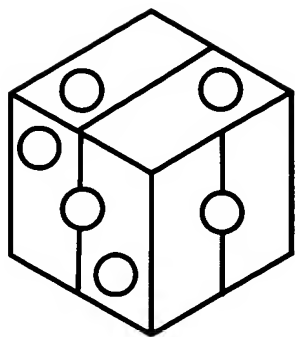
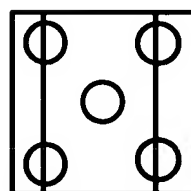
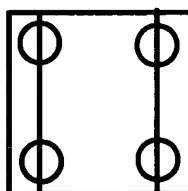
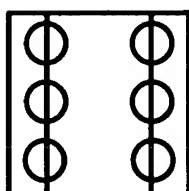
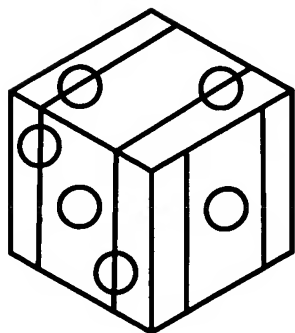
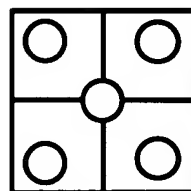
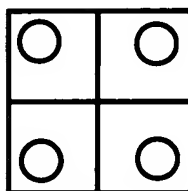
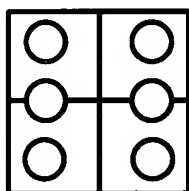
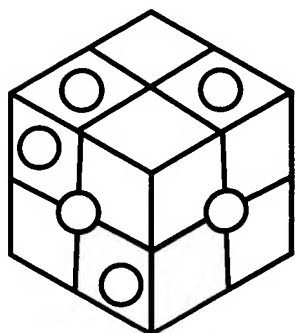


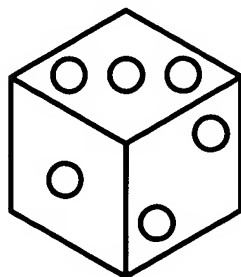
FIGURE 16



1701



1702



1703

FIGURE 17

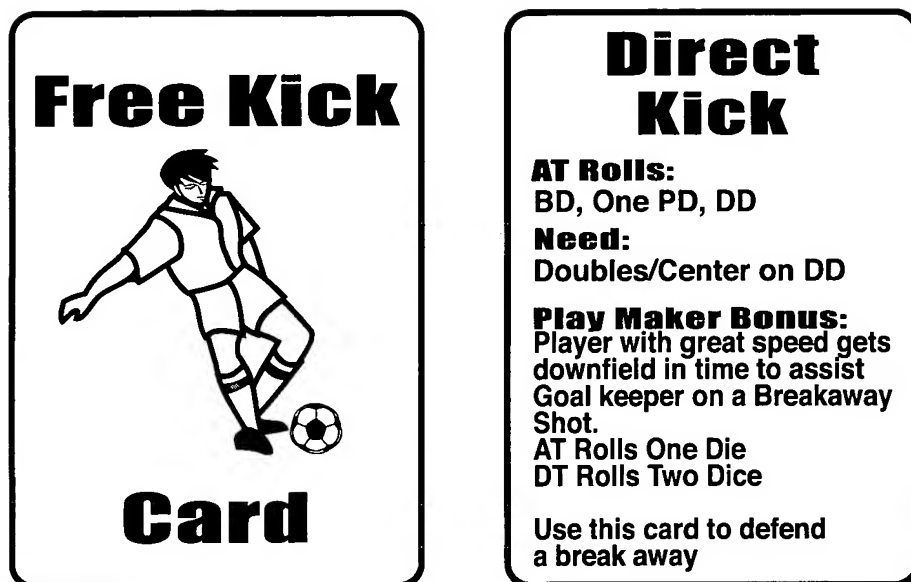


FIGURE 18

Soccer Advancement Chart

AT	DT	OUTCOME
Hi Value	Lo Value	AT advances the Value of their roll.
Lo Value	Hi Value	The AT moves back the Value of their roll due to DT pressure or can pass if more than one player per team, and the pass recipient has rolled a six and beaten their defenders value.
Equal Values	Equal Values	Each team roll the BD for possession and then advance the Value of their BD in the direction of the existing DD, each team rolls in NPM
Six	One	DT violation against the AT, AT draws a Free Kick card
One	Six	AT violation against the DT, DT draws a Free Kick card
Six	Six	Breakaway, the DT steals the ball and advances 6 field lines in the direction of their choice, rolls once more alone and then each team rolls in NPM

FIGURE 19

Soccer shot eligibility

Once in range of a shot (35-yard field marker to 5-yard field marker left and right of the penalty box) the AT must roll a Six to be eligible for a shot attempt. If they do not roll a Six, each team must roll once in Normal Play Mode (NPM) before the AT may attempt to roll a Six for a shot again. .

1/6 Rule does not apply

AT	DT	OUTCOME
Six	Any roll but a Six	AT may take a shot
Six	Six	AT cannot take a shot
No Six	Roll irrelevant	AT cannot take a shot

FIGURE 20

SOCCER SCORING

In the Penalty Box, 20-yard marker Center or closer

AT ROLLS: BD, One PD and The DD.	DT ROLLS: BD, One PD	OUTCOME
AT NEEDS: Doubles and Center DD	No Doubles	AT Scores
Required Roll to Score.	Any Doubles	AT does not score, DT takes possession

Shot attempts from the 25-yard line Center or closer on the Left or Right sides of the Box.

(Shots from Left and Right are Cross Kicks)

AT ROLLS: BD, Two PD, The DD	DT ROLLS: BD, Two PD	OUTCOME
NEED: Doubles, Higher BD	No Doubles	AT Scores
Required Roll to score	Any Doubles	AT does not score, DT takes possession

Shot attempts from the 30 and 35-yard line

AT ROLLS: BD, Two PD, The DD	DT ROLLS: BD, Two PD	OUTCOME
AT NEEDS: Three of a Kind, Center DD	No Doubles	AT scores
Required Roll to Score	Any Doubles	AT does not score, DT takes possession

Procedures for after all score attempts

AT	DT	OUTCOME
AT required roll to score	Unsuccessful roll to block Goal shot	AT Scores and DT Takes possession
AT required roll to score	Any Doubles	AT does not score and DT takes possession with a great save.

Shots that did not score and the DT have not taken possession.

Out of Box Shots

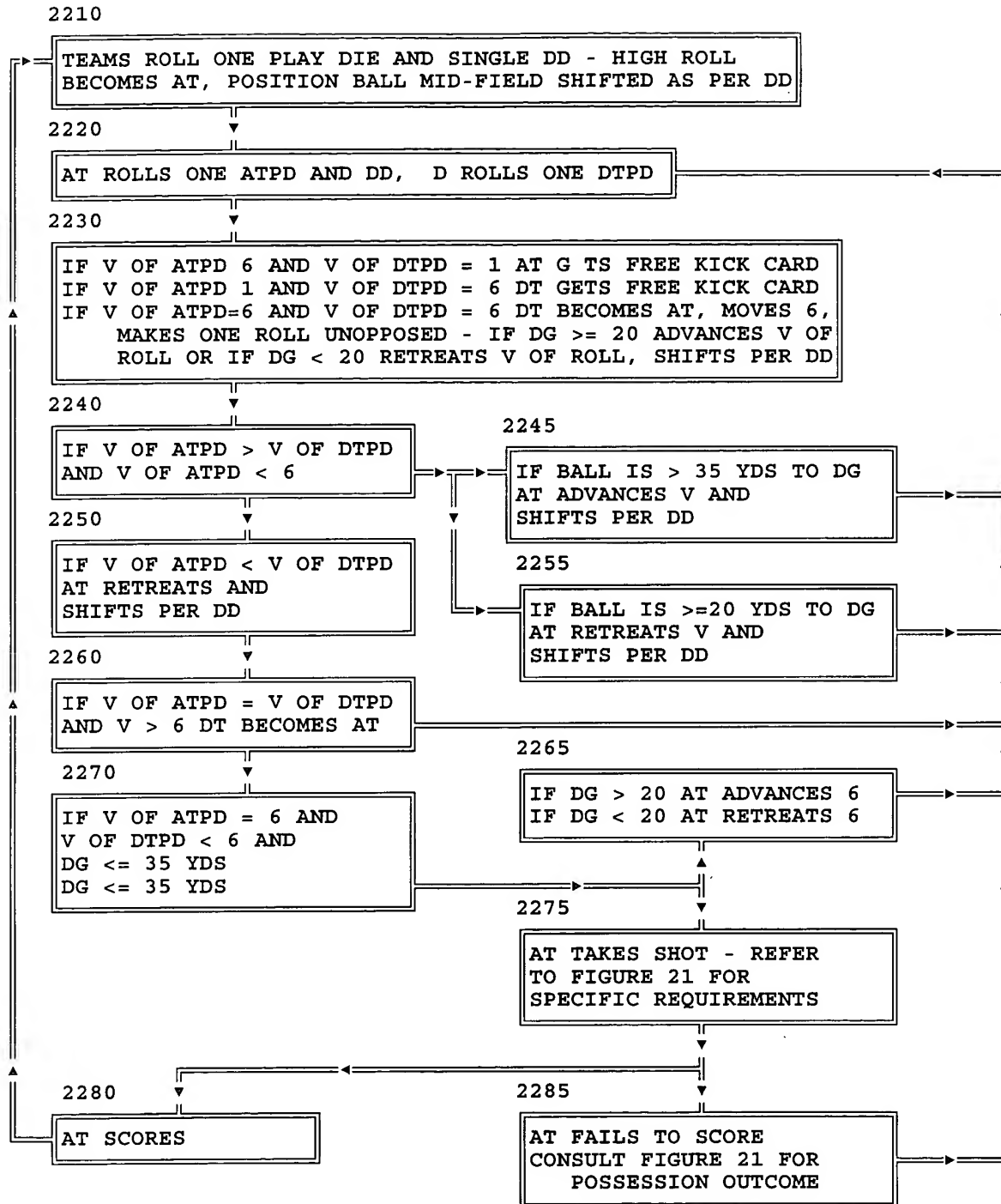
AT	DT	OUTCOME
High Value BD	Low Value BD	AT maintains possession and moves to the location of the DD and the Value distance of their BD, each team roll NPM If inside 20-yard field line, AT moves out towards Center field, If outside 20-yard field line, AT moves forward towards Goal.
Low Value BD	High Value BD	AT does not score, DT takes possession
Equal Value BD	Equal Value BD	AT does not score, DT takes possession

In the Box

AT	DT	OUTCOME
High BD, Center on the DD	Low BD	AT still has possession, take another shot. AT may continue to takes shots as long as they have the High BD and Center on the DD and the DT has not taken possession.

FIGURE 21

2200



V = VALUE
AT = ATTACKING TEAM
DT = DEFENDING TEAM
DD = DIRECTIONAL DIE
ATPD = ATTACKING TEAM PLAY DIE
DTPD = DEFENDING TEAM PLAY DIE
DG = DISTANCE TO DEFENDING GOAL

FIGURE 22

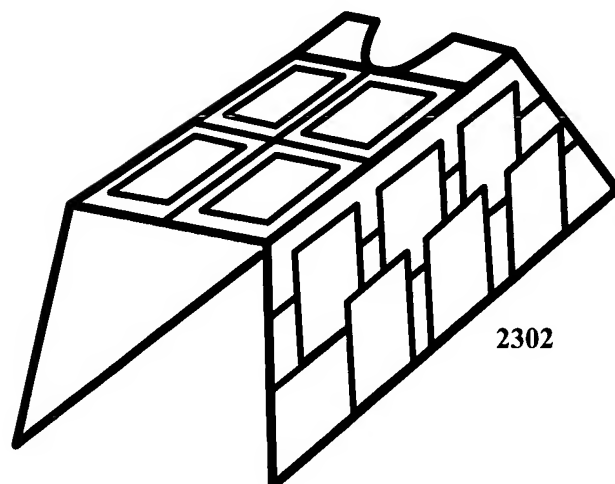
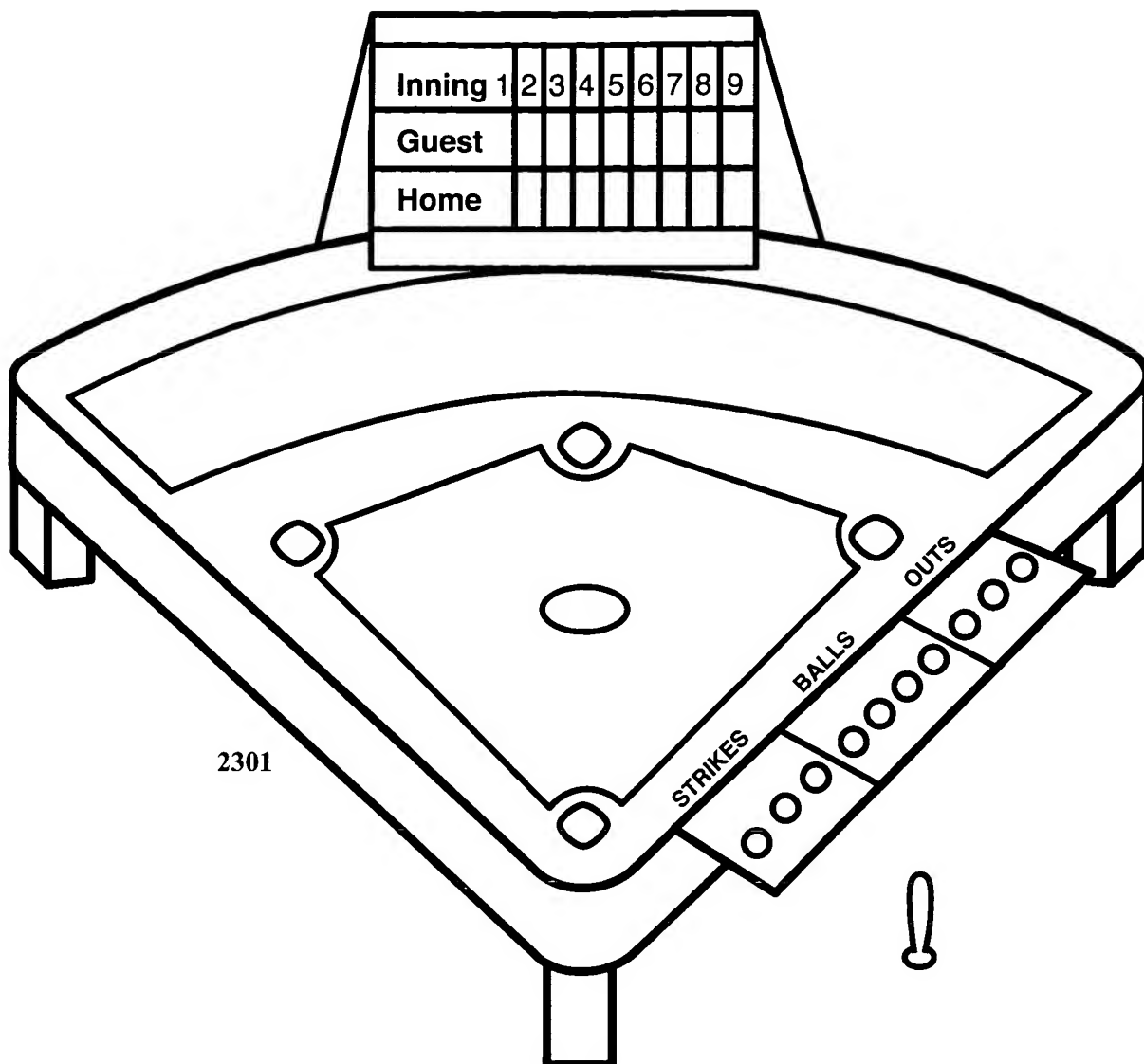
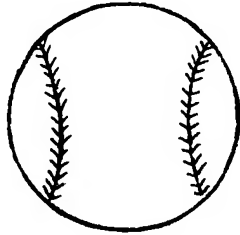


FIGURE 23

2401

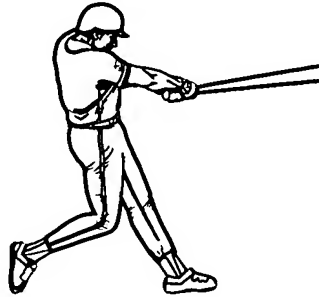
Curve Ball



Inside

2402

Inside Curve Ball



Hitter

2403

Field Error

Flyout:

FIELDER DROPPED BALL

Grounder:

INFIELDER LIFTS GLOVE
TOO SOON BALL GOES
INTO SHORT OUTFIELD

2404

**Batter
did not
take a
full swing**

NO Strike!

Ball to Count

OFF

2405

Pick-Off

1st Base

2nd Base

3rd Base

**DEF must
declare base**

SEE PLAY BOOK

FIGURE 24

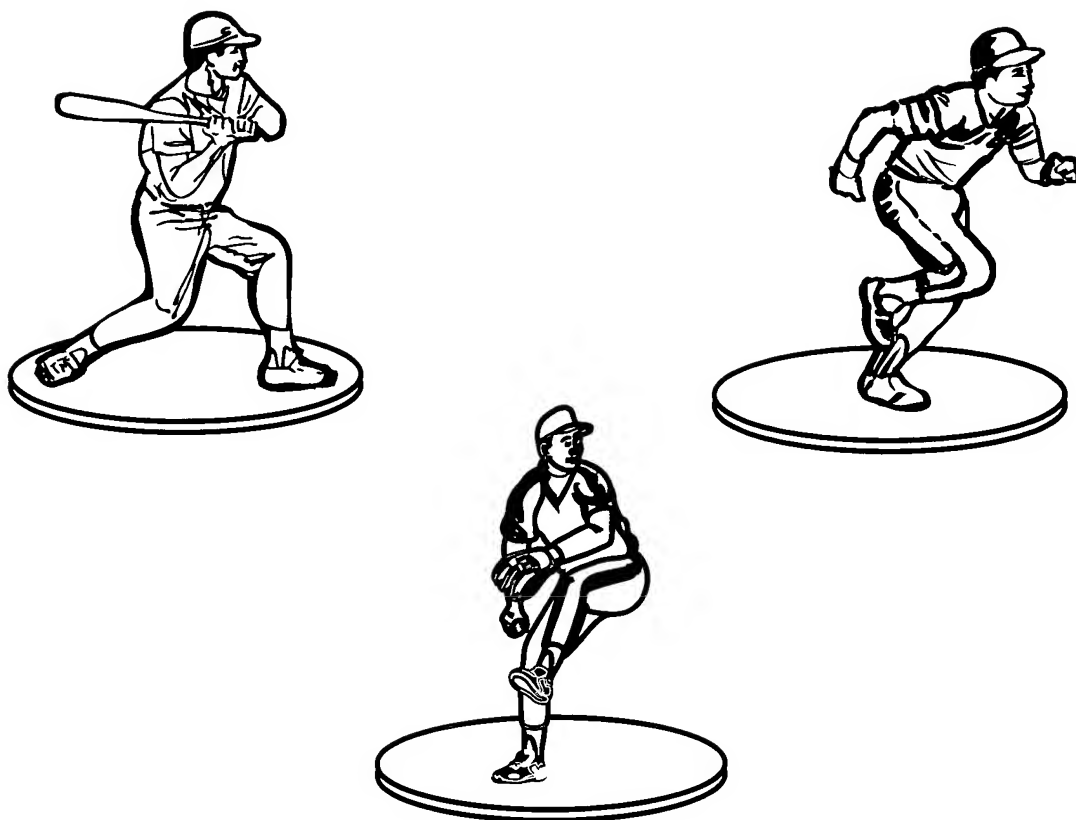


FIGURE 25

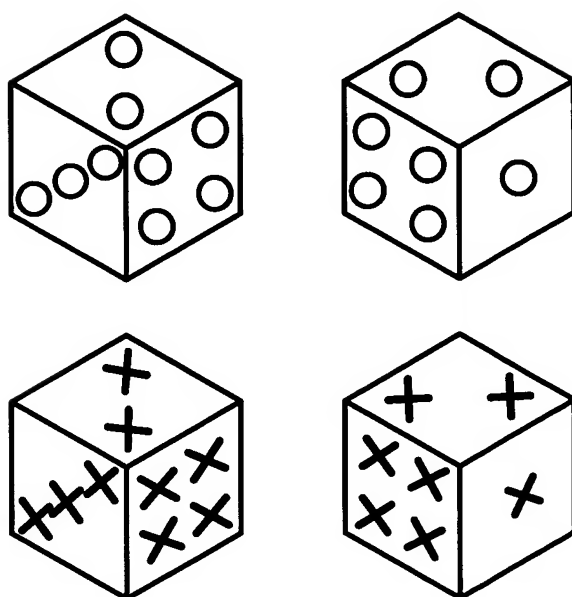


FIGURE 26

INITIAL GAME PLAY BETWEEN PITCHER AND BATTER, ONE DIE PRO		
WHEN TO USE	This chart is used for all initial rolling to play the game. In theory it is the batter up chart. The very first pitches thrown to the batter.	
PROCEDURE	<div>1. The pitcher and the batter flip their initial cards together and then roll One Die each for the outcome. The pitcher turns over a card for each pitch until the batter is out or gets on base. The batter only flips once to reveal the batter up and does not flip again until the batter is out.</div> <div>2. If a Match Up occurs on the initial flip of the cards, each team rolls Two Dice for the Best Out of Five Rolls. See Initial Match-Up play chart.</div> <div>3. If a Match-Up occurs during the pitching series, each team rolls the best out of three rolls One Die for a Win or Lose outcome. See: Pitching Series Match-Up Chart</div>	
DOUBLE SIXES RULE	Does not apply	
1/6 RULE	Applies	
NOTE	A Match-Up occurs when the type of pitch and the type of batter are the same. For example, the pitch is a Curve Ball and the batter is a Curve Ball Cracker. On the initial flip of the cards this is an Initial “Match-Up”. During the pitching series it would be a “Pitching Series Match-Up”.	
INITIAL GAME PLAY		
PITCHER	BATTER	OUTCOME
Hi Value	Lo Value	Strike
Lo Value	Hi Value	Ball
Equal Values	Equal Values	Foul Ball DEF must roll a six for Foul Ball to be caught.
Anything less than Six	Six	Hit, each team rolls Two Dice to see if batter gets on base. See Hit Outcome Chart.
THE 1/6 RULE FOR THE INITIAL GAME PLAY		
PITCHER	BATTER	OUTCOME
Six	One	Batter Out. Line drive hit right back to pitcher. DEF draw an UMP CARD
One	Six	Single. Batter hit with ball. OFF draw DEF ERROR CARD
Six	Six	Pop-Up behind home plate, each player rolls One Die to see if the ball is caught. OFF wins: Foul ball. DEF wins Batter Out.
One	One	Foul ball out of play

FIGURE 27A

PITCHING SERIES MATCH-UP	
WHEN TO USE	When a Match-Up has occurred during the pitching series. This can occur anytime after the first pitch has been flipped and the dice have been rolled and the pitcher is now on to their second or more pitch for the batter up.
PROCEDURE	The players proceed to roll the Best Out of Three rolls One Die with the last roll the roll that counts for the following outcomes.
DOUBLE SIXES RULE	Does not apply
1/6 RULE	Applies
NOTE	

Pitching Series Match-Up, each player rolls the best out of three rolls One Die for outcome.

PITCHER	BATTER	OUTCOME
Hi Value	Lo Value	Batter Grounds Out. If OFF has men on base refer to "Base Runners Chart"
Lo Value	Hi Value, 2 or 3 rolled	Single.
Lo Value	Hi Value, 4 or 5 rolled	Double.
Anything Less than Six	Six	Triple.
Equal Values	Equal Values	Line Drive to Infielder. Batter Out.
1/6 Rule For Pitching Series Match-Up		
PITCHER	BATTER	OUTCOME
Six	One	Double Play if available, DEF may choose bases. DEF draw UMP CARD
One	Six	Home Run. OFF draw DEF ERROR CARD
Six	Six	Pop Up behind plate. DEF wins: Batter Out. OFF wins: Foul ball.

FIGURE 27B

HIT OUTCOME CHART PRO		
WHEN TO USE	This chart is used to see what results the initial hit will bring. Following rolling a six, (a Hit) during the pitching series.	
PROCEDURE	After a hit has been rolled (a Six) then each team proceeds to roll two dice for the following results.	
DOUBLE SIXES RULE	Applies	
1/6 RULE	Does not apply	
NOTE		
AFTER A HIT, EACH TEAM ROLLS TWO DICE TO SEE IF THE BATTER GETS ON BASE		
OFF	DEF	OUTCOME
Hi Sum	Lo Sum	<u>SINGLE</u>
Lo Sum	Hi Sum	Ground Out. If OFF has men on base refer to Base Runner Chart
Equal Sums	Equal Sums	<u>FLY OUT.</u>
Match Sums	Match Sums	Fly Out.
Double Ones	No Doubles	Single; High throw to First Base pulls defender off bag. OFF draws a DEF ERROR CARD
Double Two's	No Doubles	Double, OFF draws an UMP CARD
Double Three's	No Doubles	Triple, OFF draws an UMP CARD
Double Fours And Fives	No Doubles	Single, Each team rolls Two Dice once for an Extra Base. If DEF rolls Sixes, batter is thrown out at Second. DEF draws an UMP CARD
Double Sixes	No Doubles	Home Run, unless DEF rolls Sixes, then caught at wall. DEF draw an UMP CARD,
No Doubles	Double Ones	Ball went Foul, DEF draws an UMP CARD
	Double Two's	Double play 1 st + 2 nd if available, otherwise out at First. DEF draws an UMP CARD
	Double Three's	Double play 2 nd + 3 rd if available, otherwise out at First. DEF draw an UMP CARD
	Double Fours and Fives	Lead Man Out. DEF draws an UMP CARD
	Double Sixes	Choice of Double play from 1 st to Home. DEF draws an UMP CARD
High Doubles	Low Doubles	Held to a Single, unless the batter rolls Double Ones, Foul Ball
Low Doubles	High Doubles	Fly Out, If OFF has men on base each team rolls Two dice once for a win or lose roll to see if the men on base can tag up and advance.
Matched Doubles	Matched Doubles	Ball goes Foul (except with Double Sixes, then ball caught at wall, DEF draw an UMP CARD

FIGURE 27D

BASE RUNNER RESULTS Pro		
WHEN TO USE	After a Hit and a Ground Out has been rolled and the OFF has runners on base.	
PROCEDURE	Each team rolls One Die for the following outcomes.	
DOUBLE SIXES RULE	Applies	
1/6 RULE	Applies	
NOTE	The following results are the most probable to occur based on several seasons of tracking professional baseball results, where men are on base and a ground out is hit.	
OFF WINS THE ROLL		
MEN ON BASE	OUTCOME	
Man on 1 st	Man to 2 nd and Batter Out at 1 st	
Man on 2 nd	Man to 3 rd and Batter Out at 1 st	
Man on 3 rd	OFF has the choice to sacrifice the batter to 1 st by attempting to bring man on 3 rd home. Each team rolls Two Dice. If OFF wins its good, if DEF wins 3 rd is Out at Home Plate and the Batter is Safe at 1 st . OFF Sixes, DEF ERROR CARD. DEF Sixes, UMP CARD. Each Sixes DEF wins, no card is earned.	
Man on 1 st and 2 nd	Man to 3 rd Safe, Man to 2 nd Out and Batter Safe at 1 st	
Man on 1 st and 3 rd	3 rd base to Home Plate, Man to 2 nd Out and Batter Safe at 1 st .	
Man on 2 nd and 3 rd	Man on 3 rd to Home Plate, Man to 3 rd Out and Batter Safe at 1 st .	
Bases Loaded	Man on 3 rd Home, 2 nd to 3 rd Out, 1 st to 2 nd Safe and Batter to 1 st Safe.	
DEF WINS THE ROLL		
MEN ON BASE	OUTCOME	
Man on 1st	Man to 2 nd is Out, Batter Safe at 1 st	
Man on 2 nd	Man at 2 nd held, Batter Out at 1 st	
Man on 3 rd	Batter Out at 1st, Man on 3 rd held.	
Man on 1 st and 2nd	2 nd to 3 rd is Out, 1 st to 2 nd Safe and Batter Safe at 1 st	
Man on 1 st and 3 rd	Man to 2 nd Out, Man on 3 rd held and Batter Safe at 1 st .	
Man on 2 nd and 3 rd	Men on 2 nd and 3 rd are held, Batter Out at 1 st .	
Bases loaded	3 rd Out at Home Plate, 2 nd to 3 rd Safe, 1 st to 2 nd Safe, Batter Safe at 1 st .	
1/6 RULE FOR GROUND OUTS WITH MEN ON BASE		
OFF	DEF	
Six	One	Field Error, all men on base advance one base, OFF DEF ERROR CARD
One	Six	Double play from lead man back, DEF UMP CARD
Six	Six	Lead man out.

FIGURE 27E

Dice Rules and Rolling for Additional Movement of Play		
<p>1. The following rules apply to all OTR games and reflect the Sum of two dice rolled or one die rolled, further details on outcomes are found on appropriate play charts for the game being addressed.</p> <p><u>Football</u>: Till Play Ends (TPE) indicates the OFF has won the roll and can continue to roll any number of dice until the DEF beats the OFF roll, end of play.</p> <p><u>Soccer, Basketball and Hockey</u>: Normal Play Mode (NPM) the equivalent of TPE, which indicates the teams continue to roll simultaneously in continuation play, for instance after a shot attempt, pass or steal.</p> <p><u>Golf, Baseball, Boxing and Racing</u>: (TPE) or (NPM) continual play directives are applied through the rules of procedure to complete a play based on the particular sport type and authentic game play.</p> <ol style="list-style-type: none"> For instance where in Baseball, a player after rolling a six, (a hit) each team then rolls two dice for the results of type hit and possible further rolling if the team up at bat has men on base. For instance where in Golf, a player lands in a hazard and must roll one die first for a toggle value, then two dice to try and roll toggle value needed or else continues rolling with a changing toggle value until player rolls what is needed and escapes hazard. Putting requires similar procedure. For instance where in Boxing/Racing, players constantly roll simultaneously and rolling doubles or a higher odds roll supports additional free rolls and continuation of particular play moment. 		
Double dice rolls		
OFF/AT/Player 1 etc	DEF/DT/Player 2 etc	OUTCOME
Hi Sum	Lo Sum	Winner/Player advances/benefits by or from sum of roll and each team/player continues rolling in NPM, TPE, or until particular play occurrence is completed.
Lo Sum	Hi Sum	Winner/Player stops gain, ends/wins play, finishes play requirement
Equal or Match Sums	Equal or Match Sums	Winner/Player stops gain, ends/wins play. Ties generally go to the DEF in roll for roll game play.
Doubles	No Doubles	Winner/Player advances/ benefits by or from sum of roll and rolls again undefended or free roll with further free rolls if condition still exists or game play proceeds in NPM, TPE or until the particular play occurrence is completed
No Doubles	Doubles	Winner/Player stops gain, ends/ wins play, finishes play requirement with generally stronger advantage or damaging result to opposing player
Any Roll Except Double Sixes	Double Sixes	Winner/Player benefits largely by advantages of particular sport played and in many cases play continues in NPM, TPE or until the particular play occurrence is completed.
Hi/ Lo/ Equal Doubles	Hi/Lo/ Equal Doubles	Defaults to Hi /Lo rolls.
Single Die rolls		
OFF/AT Player 1 etc	DEF/DT Player 2 etc	OUTCOME
Hi Value	Lo value	Winner/player advances/benefits by or from sum of roll, each team/ player continues to roll in NPM, TPE, or until the particular play occurrence is completed
Lo Value	Hi Value	Winner/Player stops gain, ends/wins play, finishes play requirement.
Equal Value	Equal Value	Winner/player stops gain, ends or wins play. Ties generally go to the DEF in roll for roll game play.
Six	One	DEF Penalty/Violation or in some other cases an OFF advantage
One	Six	DEF Penalty/Violation or in some other cases a DEF advantage
Six	Six	Off setting Penalties/Violations or in some other cases another type of DEF advantage
<p>Note: There are various special conditions for Double sixes and Double ones as well as for single die One/Six rolls. See Sixes rule chart for further details.</p>		

FIGURE 28

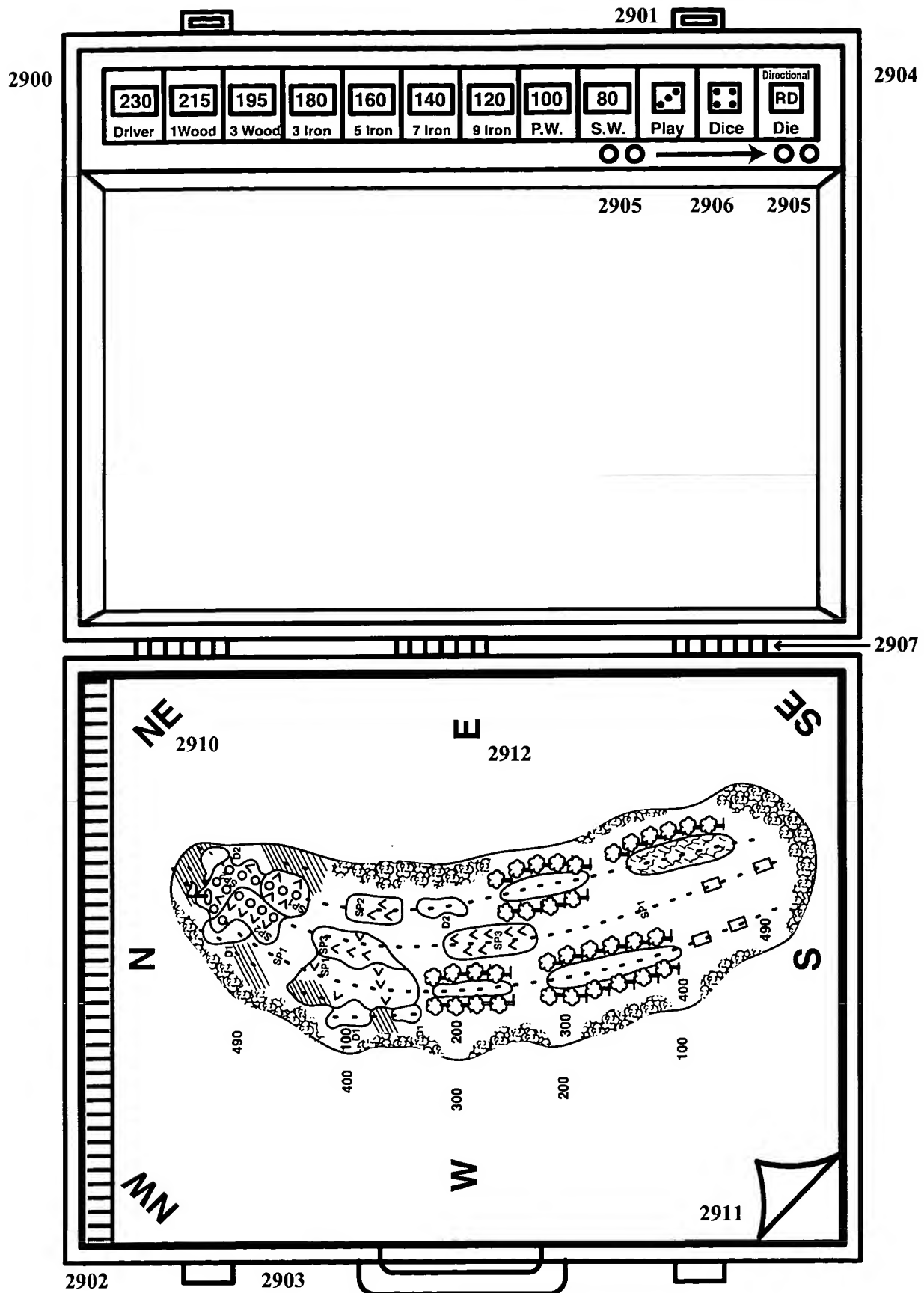


FIGURE 29

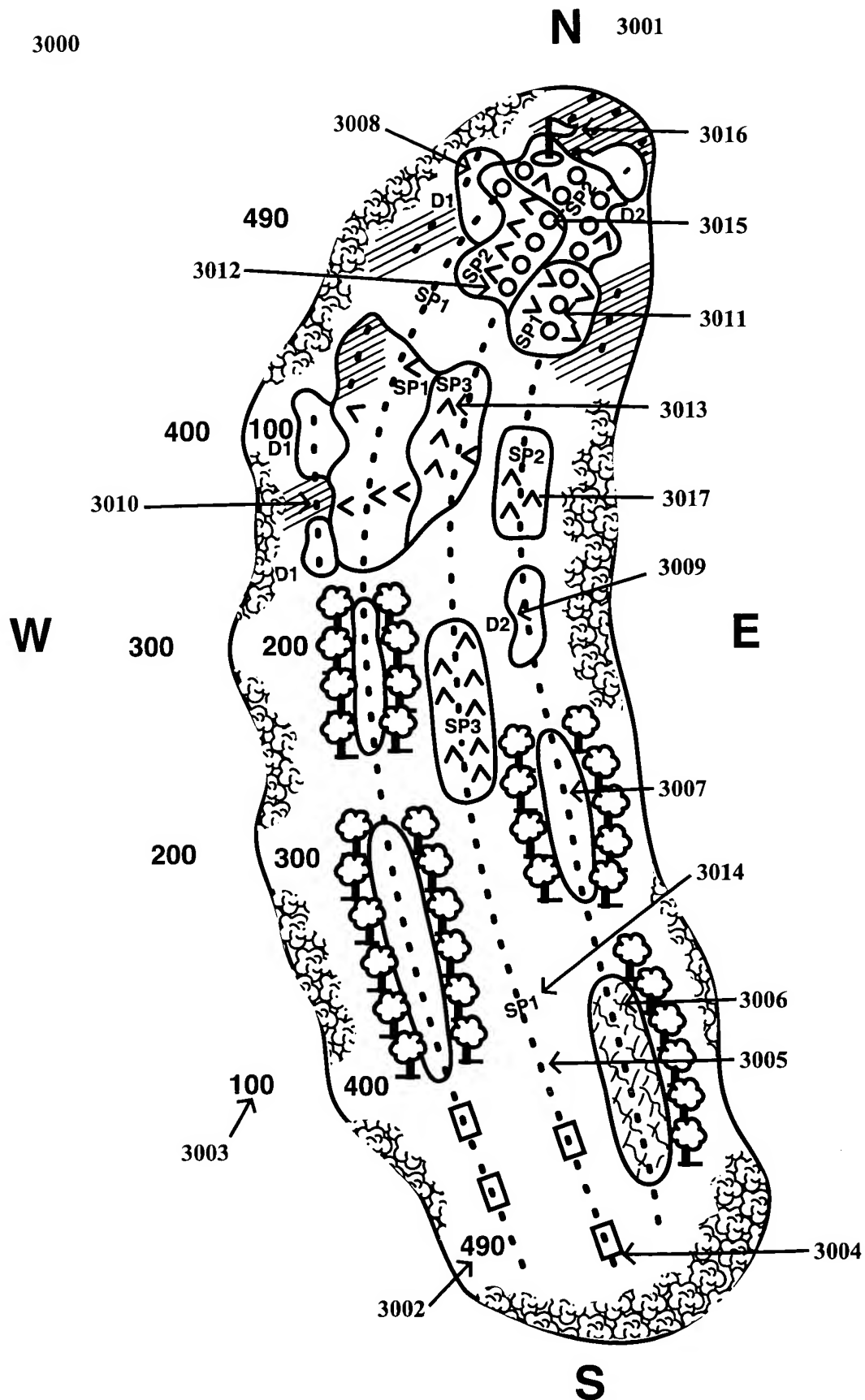


FIGURE 30

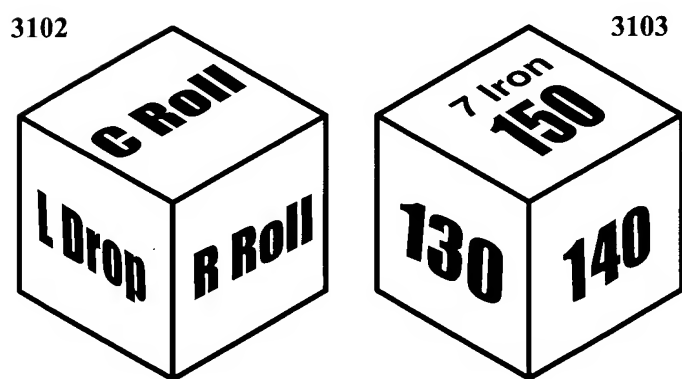
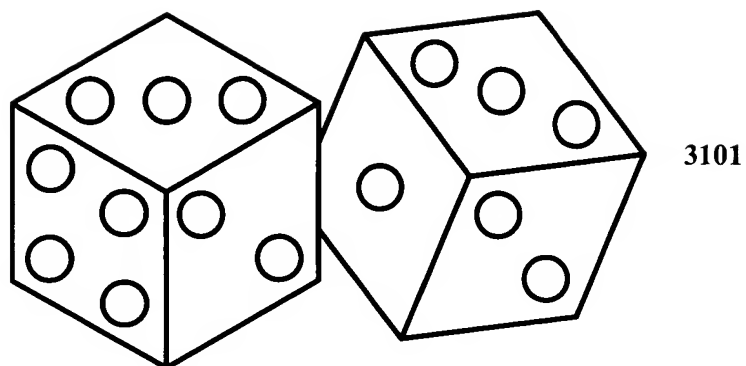


FIGURE 31

3200

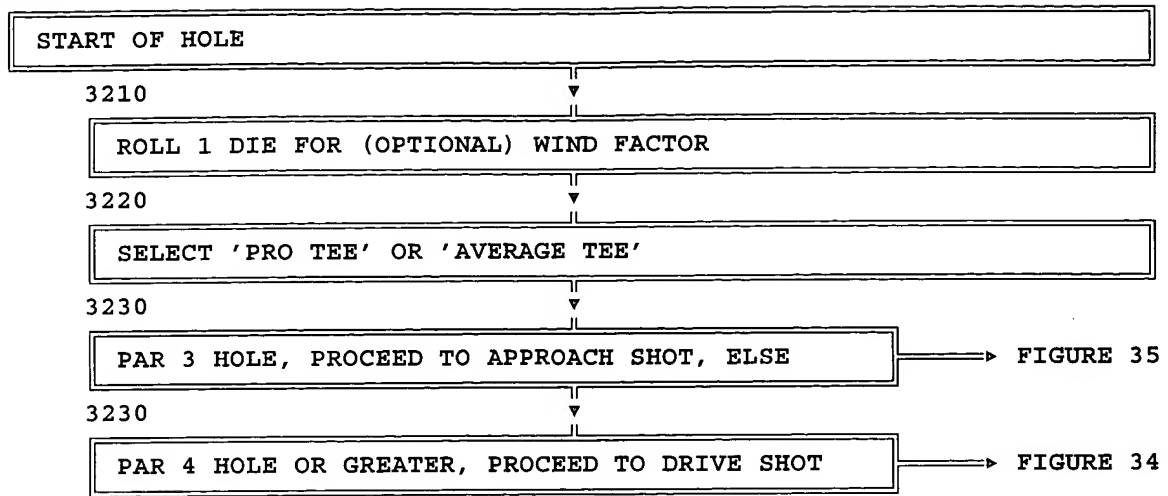


FIGURE 32: OTR GOLF — SYSTEM OF PLAY — START OF HOLE

3300

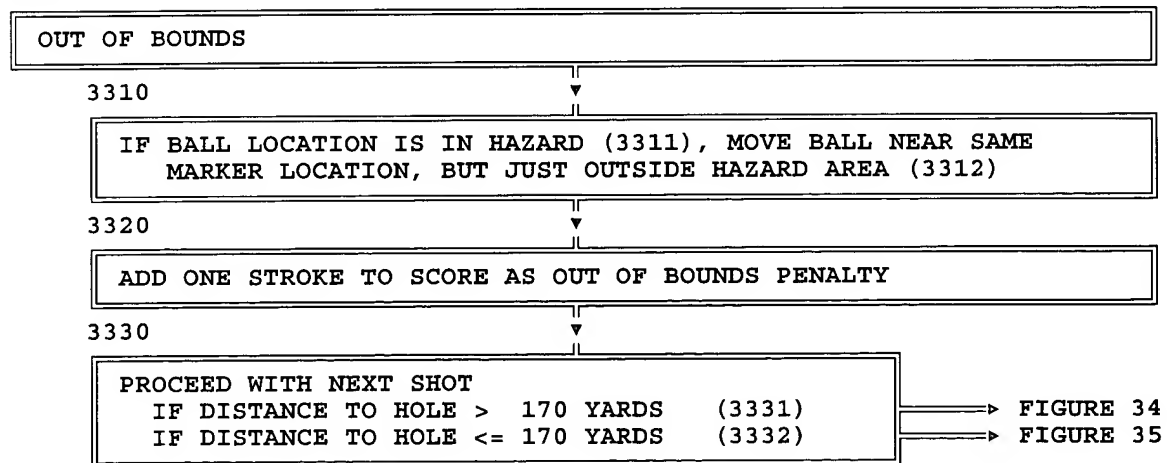


FIGURE 33: OTR GOLF — SYSTEM OF PLAY — OUT OF BOUNDS

3400

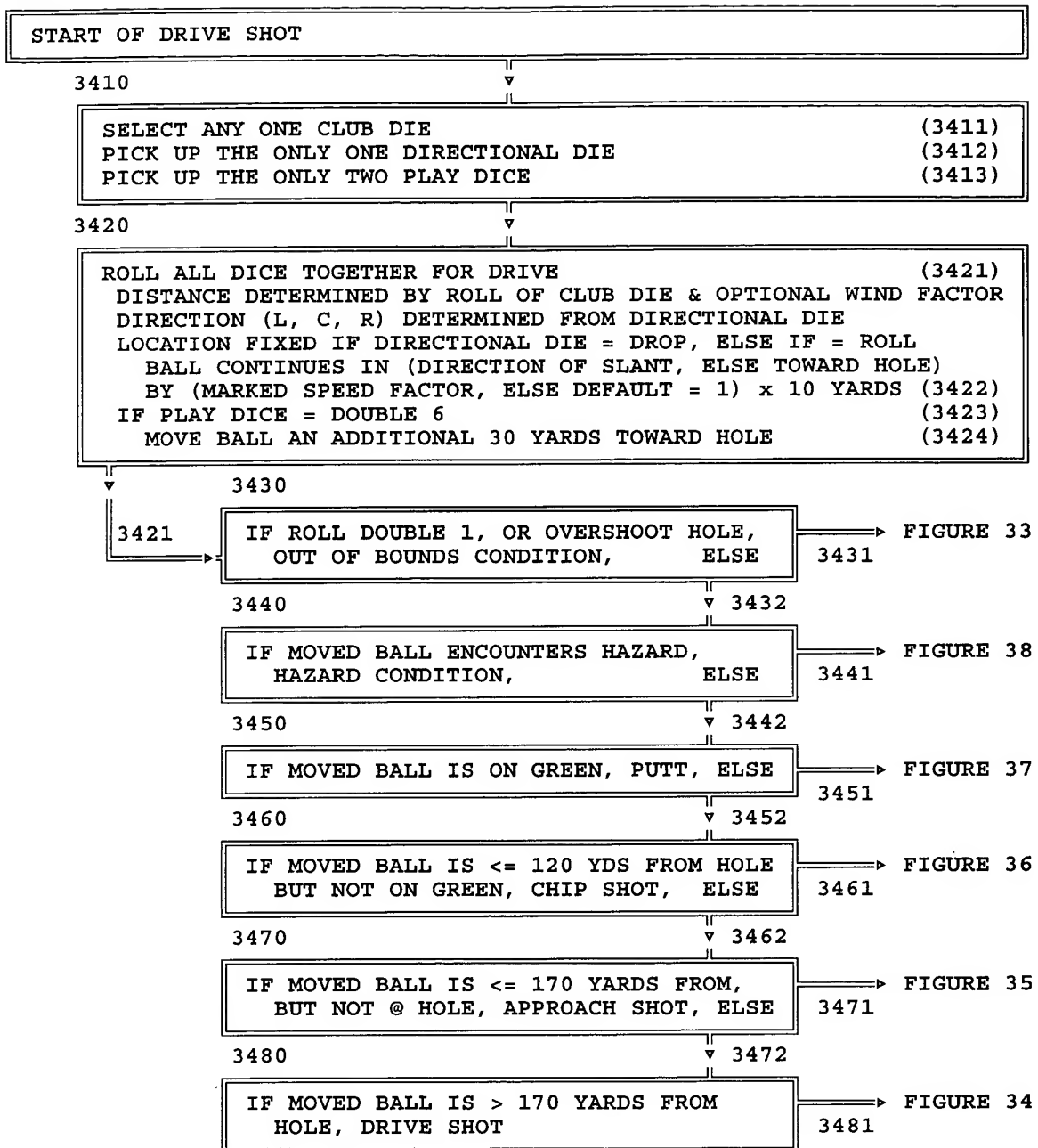


FIGURE 34: OTR GOLF — SYSTEM OF PLAY — DRIVE SHOT

3500

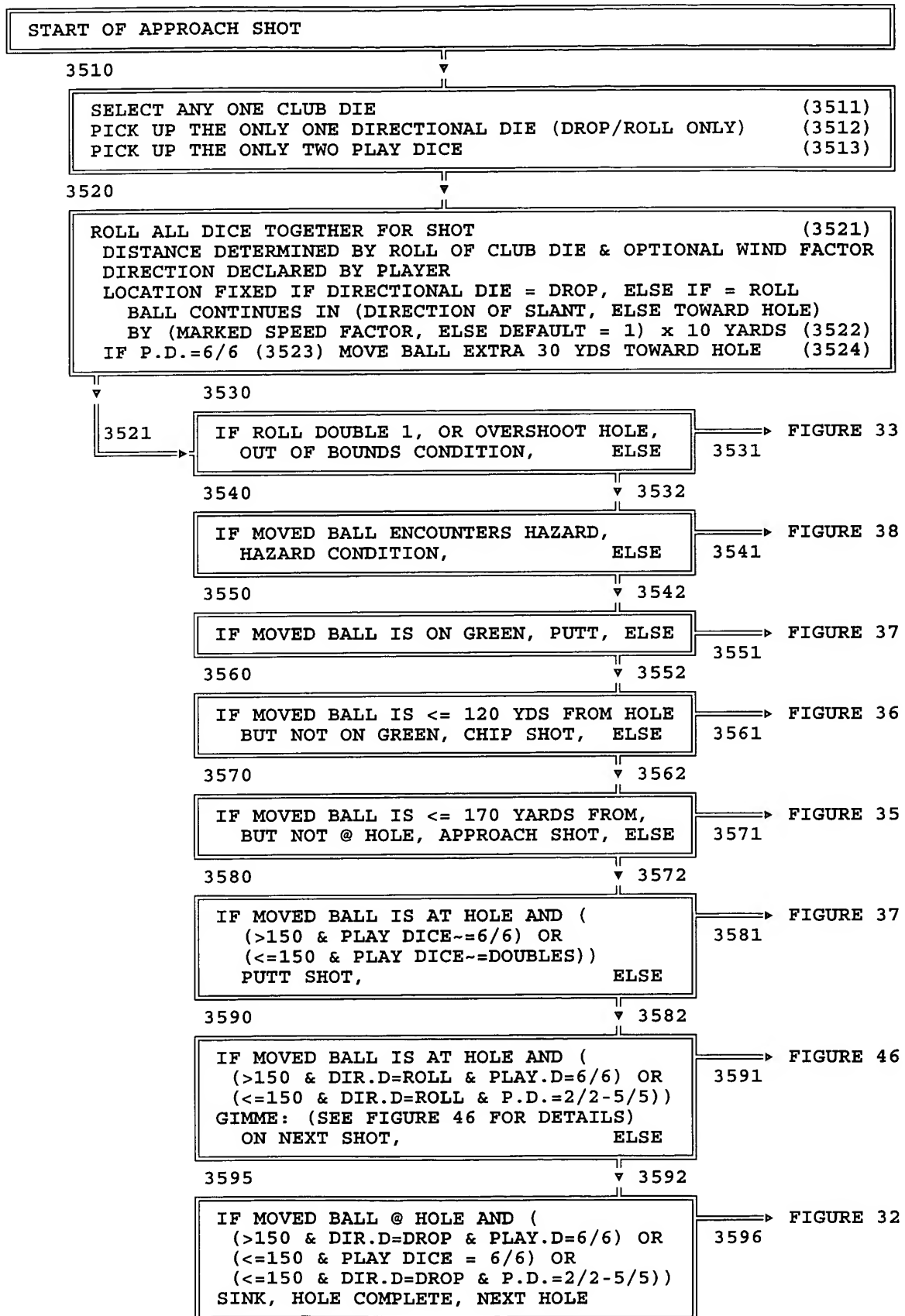


FIGURE 35: OTR GOLF — SYSTEM OF PLAY — APPROACH SHOT

3600

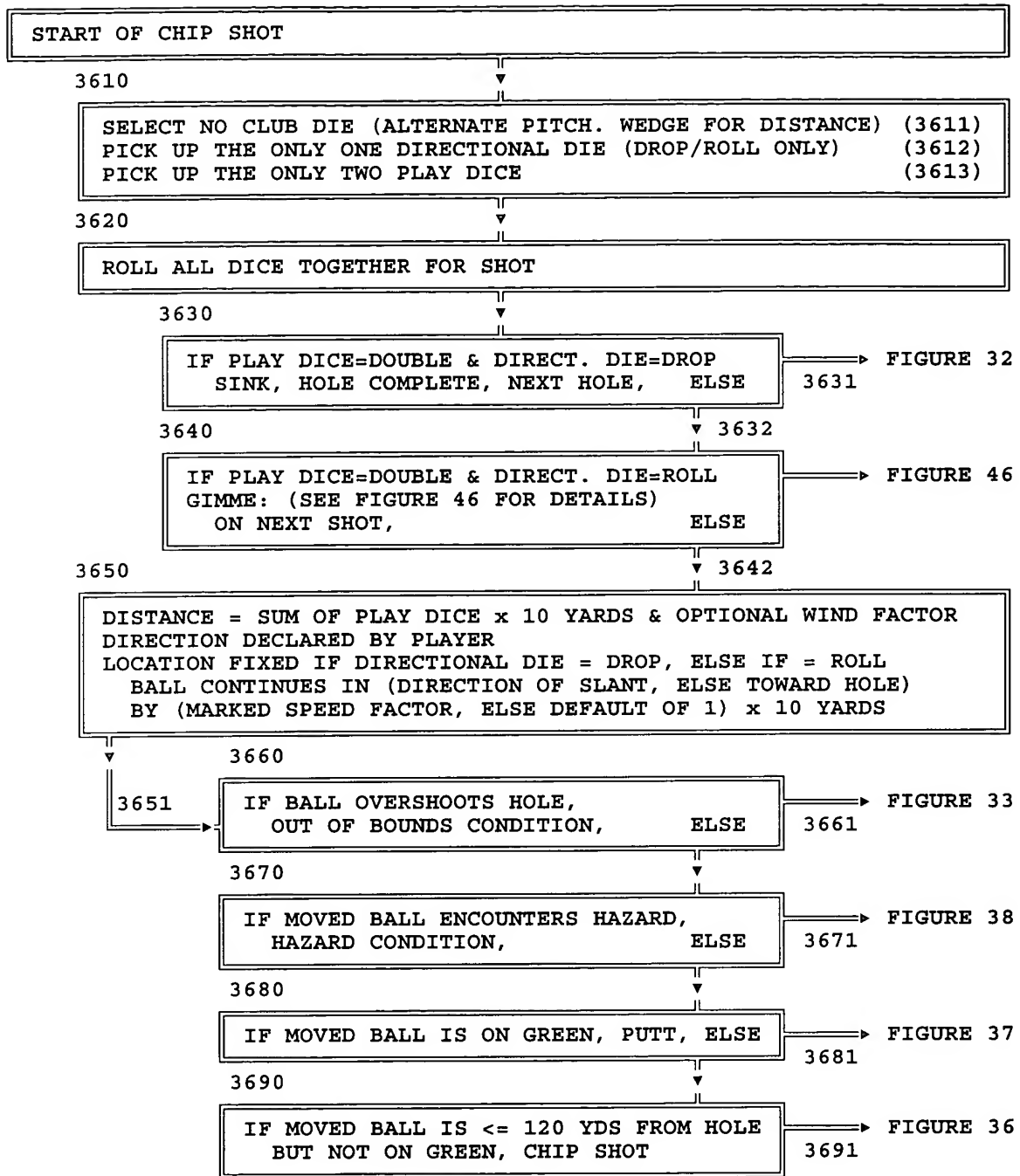


FIGURE 36: OTR GOLF — SYSTEM OF PLAY — CHIP SHOT

3700

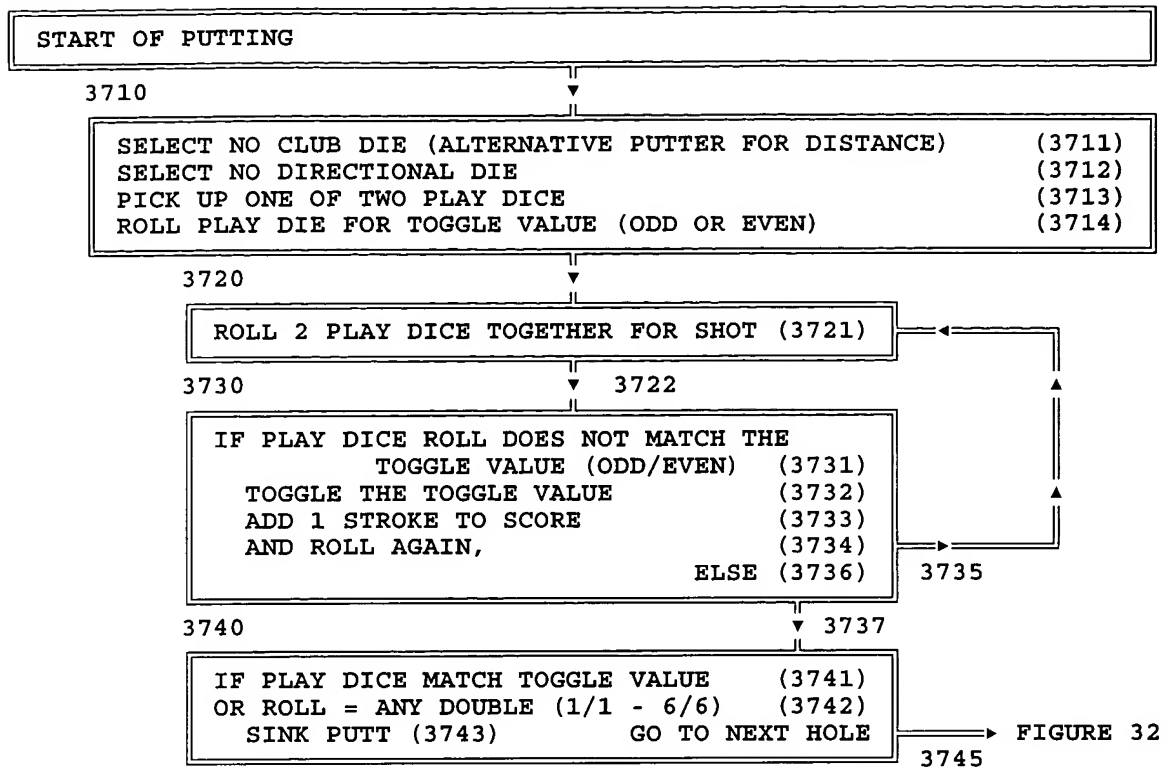


FIGURE 37: OTR GOLF — SYSTEM OF PLAY — PUTTING

3800

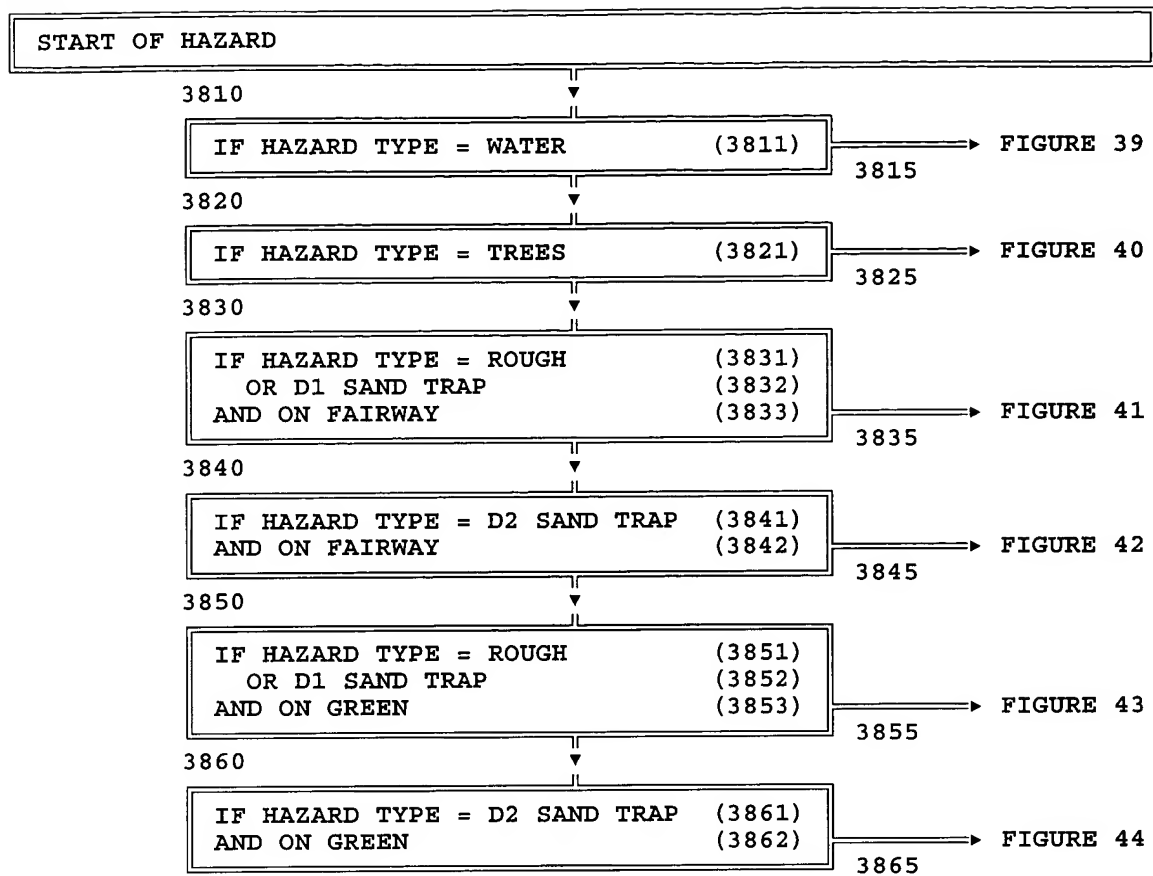


FIGURE 38: OTR GOLF — SYSTEM OF PLAY — HAZARD SELECTION

3900

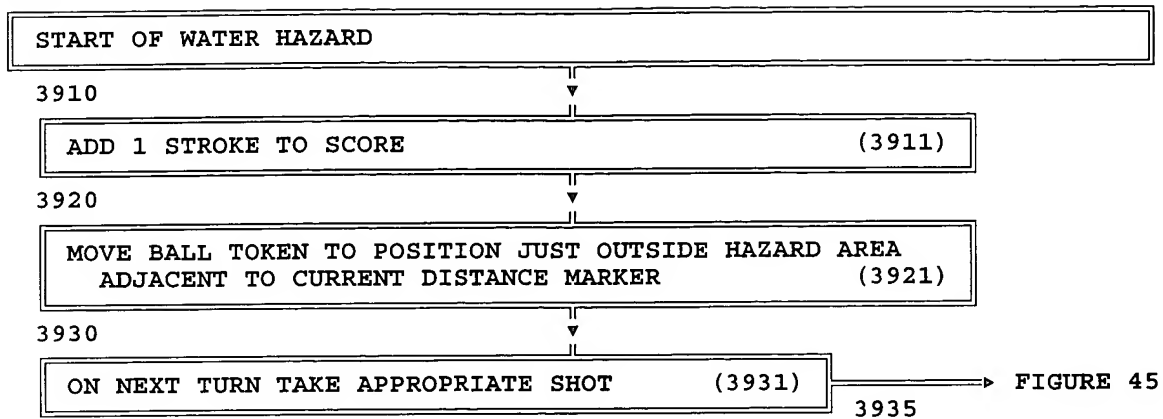


FIGURE 39: OTR GOLF — SYSTEM OF PLAY — WATER HAZARD

4000

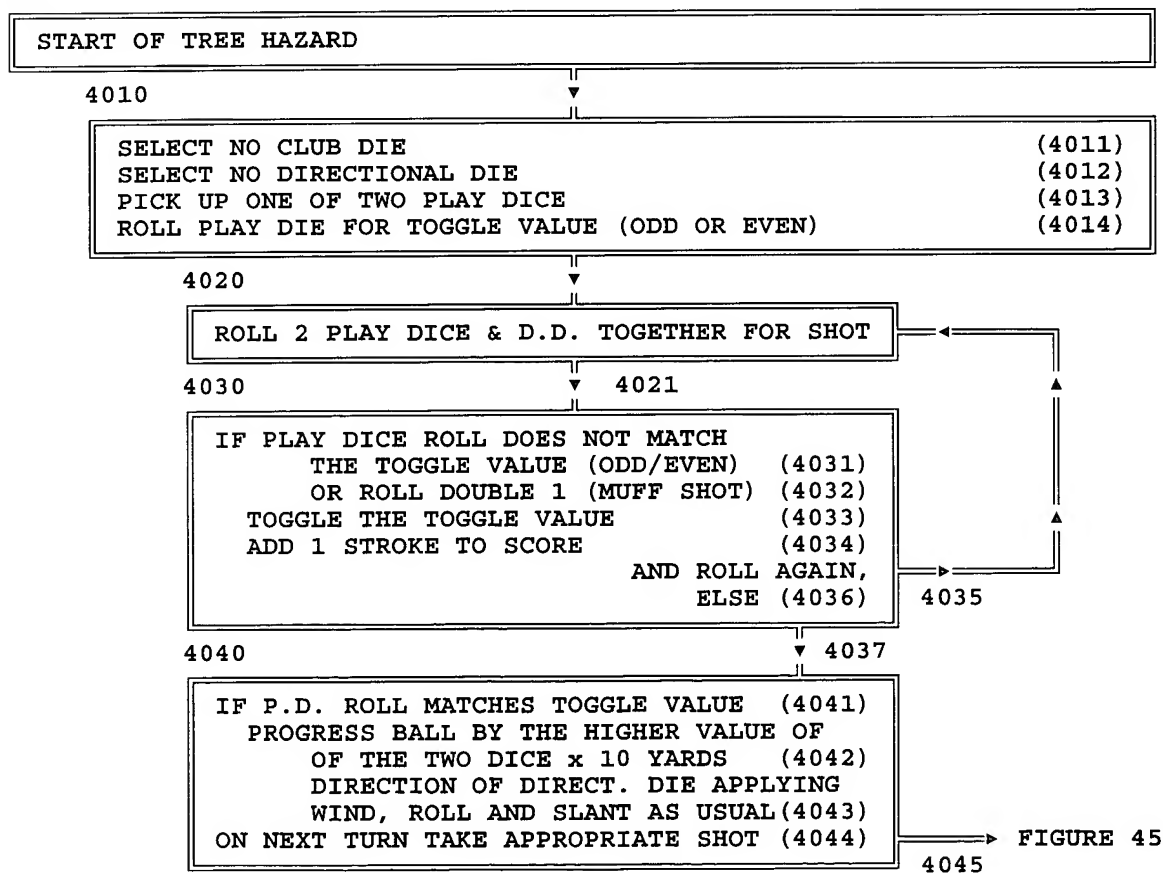
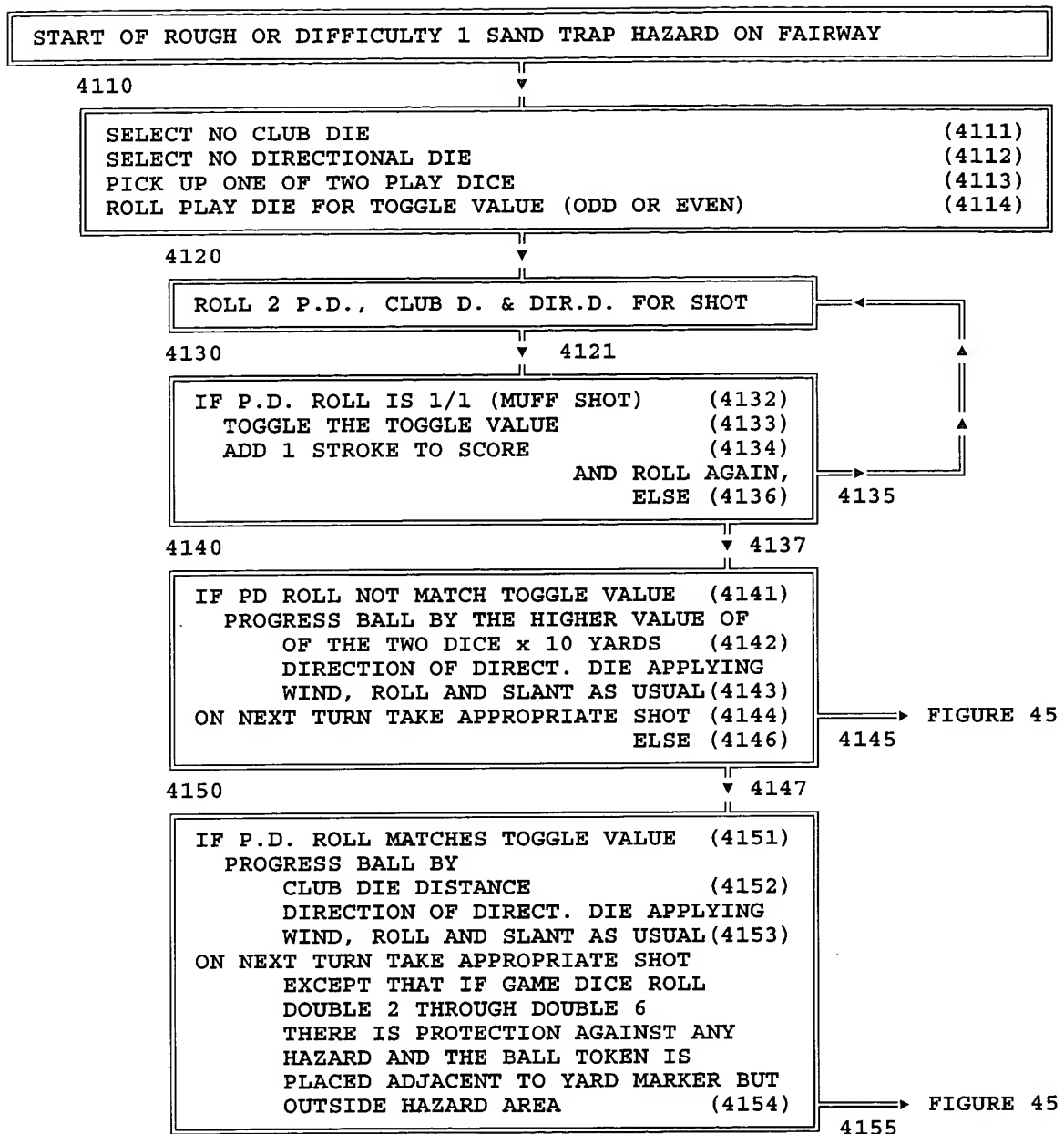


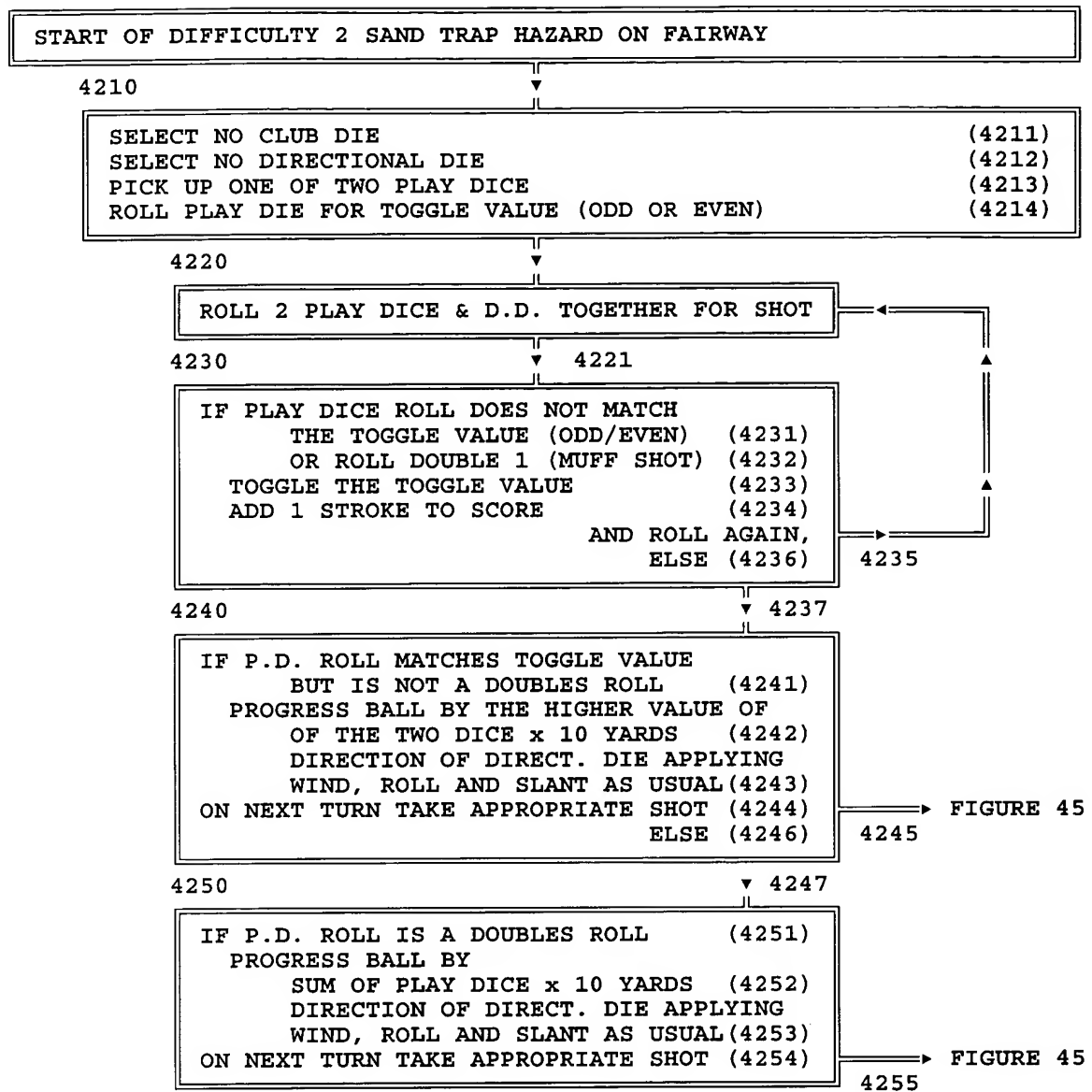
FIGURE 40: OTR GOLF — SYSTEM OF PLAY — TREE HAZARD

4100



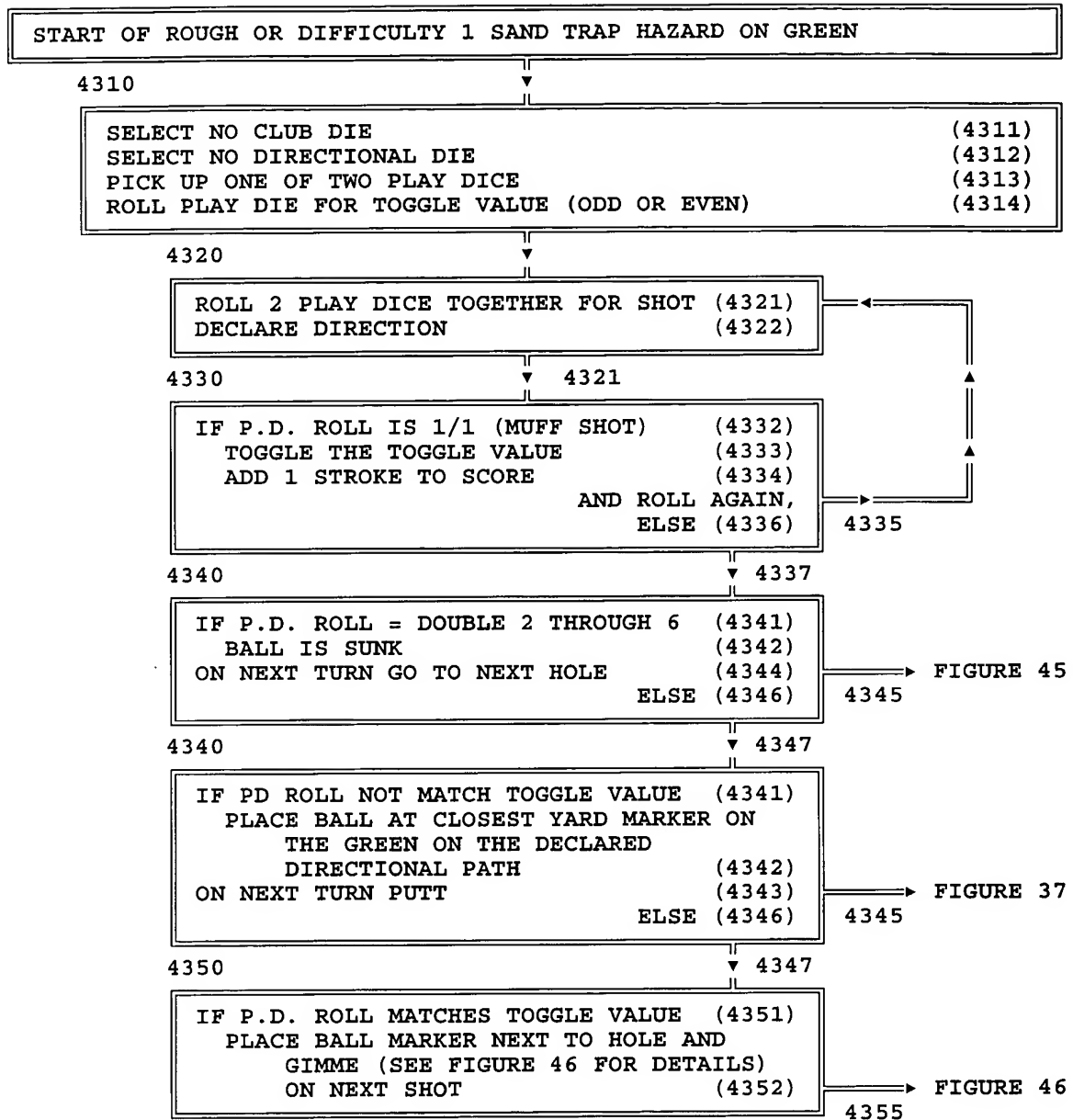
**FIGURE 41: OTR GOLF — SYSTEM OF PLAY
 FAIRWAY ROUGH/DIFFICULTY 1 SAND TRAP HAZARD**

4200



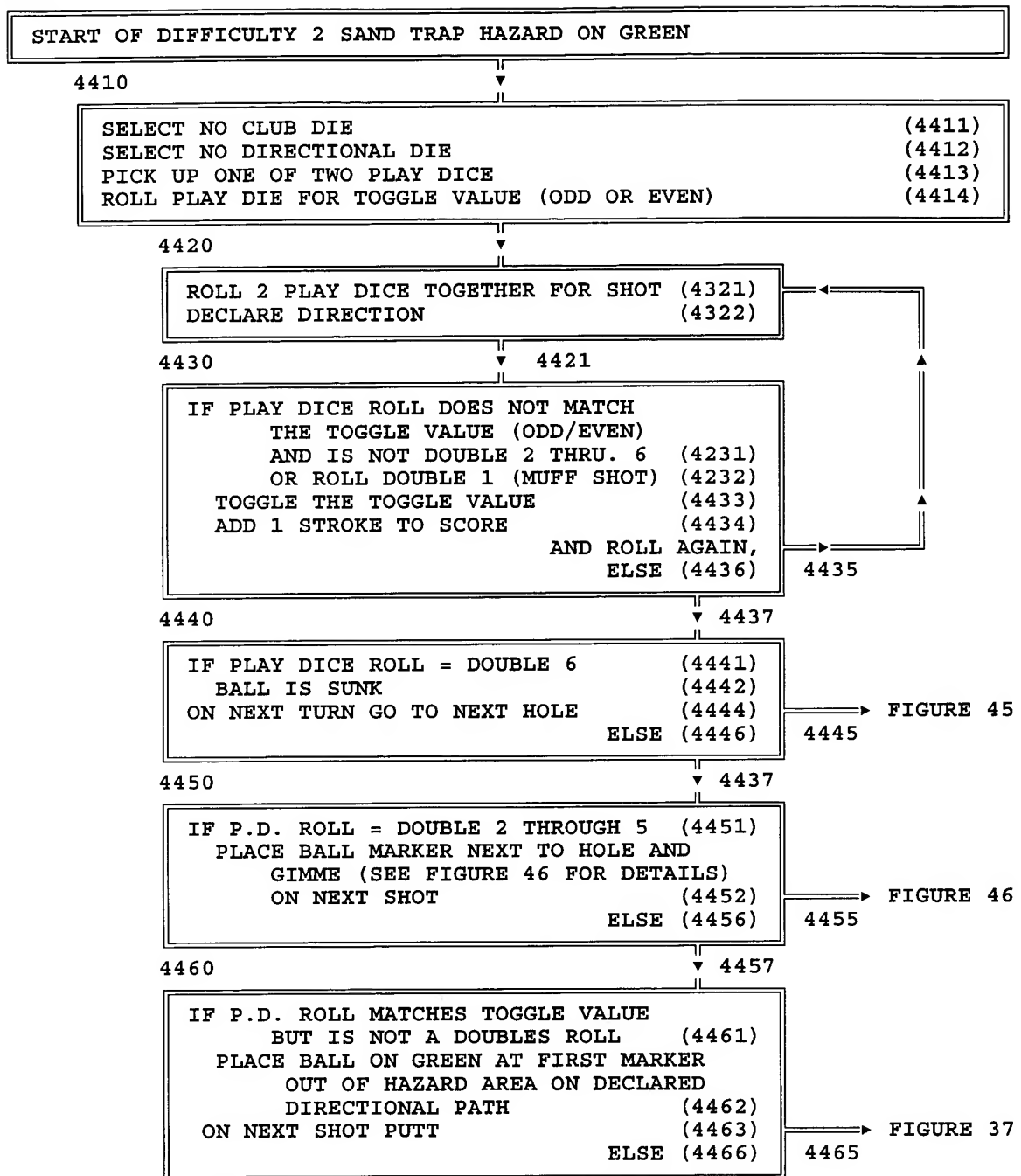
**FIGURE 42: OTR GOLF — SYSTEM OF PLAY
FAIRWAY DIFFICULTY 2 SAND TRAP HAZARD**

4300



**FIGURE 43: OTR GOLF — SYSTEM OF PLAY
GREEN ROUGH/DIFFICULTY 1 SAND TRAP HAZARD**

4400



**FIGURE 44: OTR GOLF — SYSTEM OF PLAY
 GREEN DIFFICULTY 2 SAND TRAP HAZARD**

4500

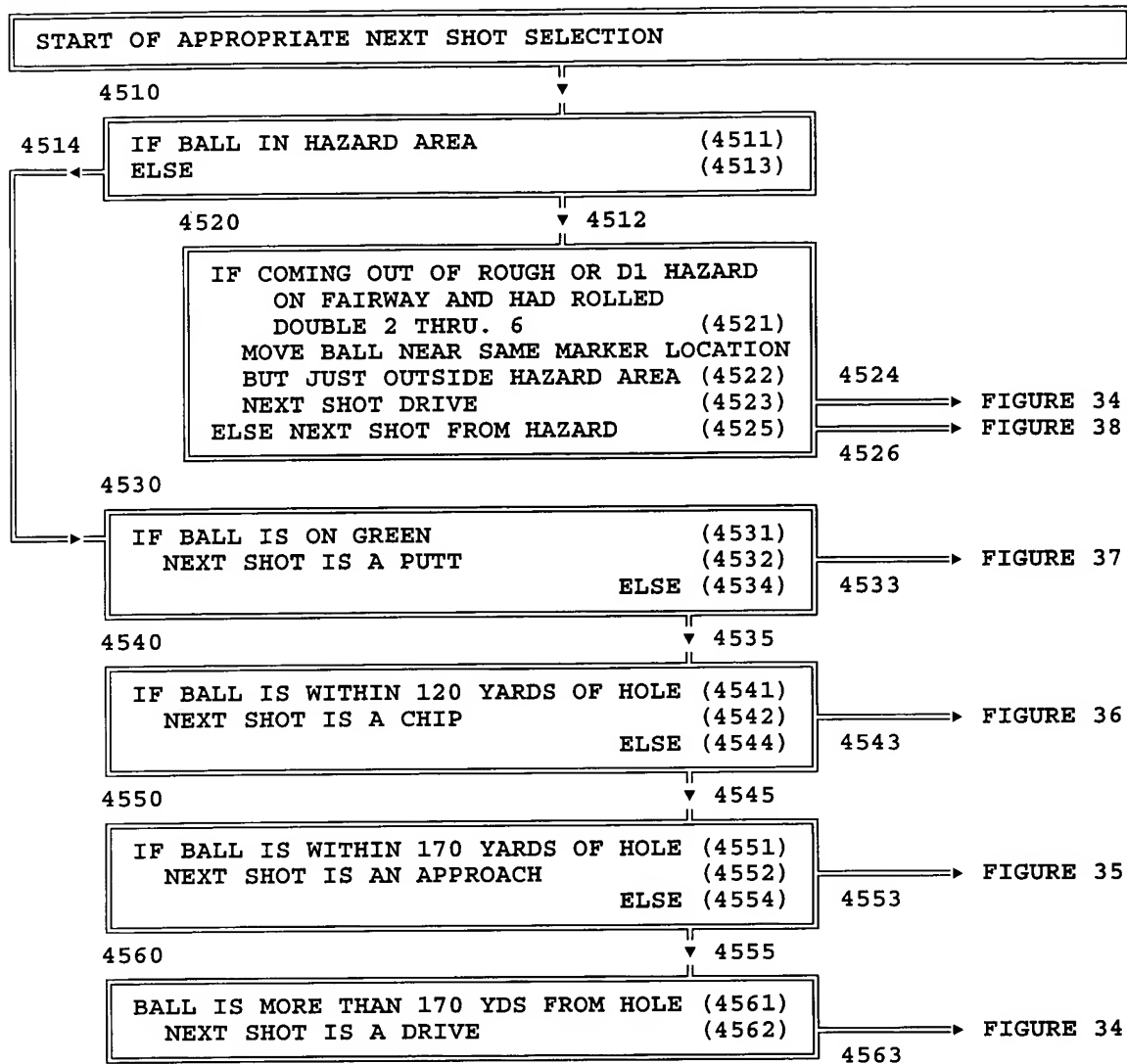


FIGURE 45: OTR GOLF — SYSTEM OF PLAY — APPROPRIATE NEXT SHOT SELECTION

4600

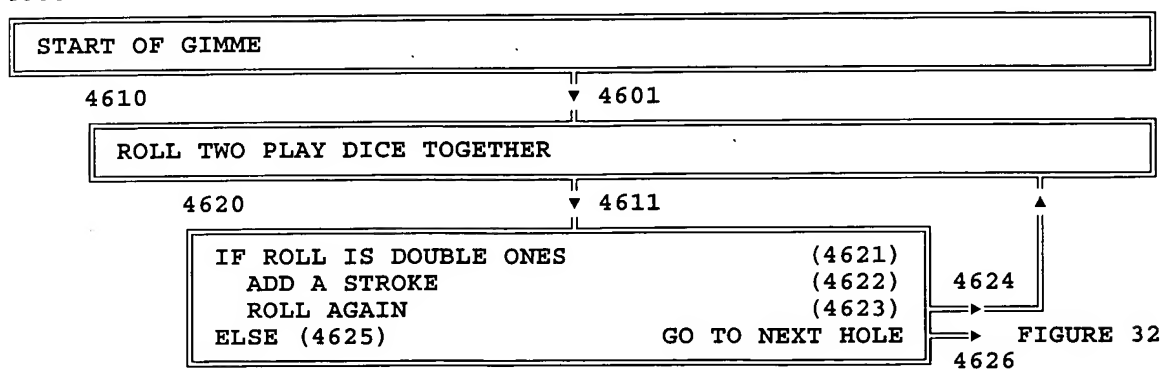


FIGURE 46: OTR GOLF — SYSTEM OF PLAY — GIMME SHOT

DIE	WIND SPEED	WIND DIRECTION	DIRECT HEAD	INDIRECT HEAD	DIRECT TAIL	INDIRECT TAIL
1	10 MPH	DUE NORTH	-10 YARDS	0 DEDUCTION	+10 YARDS	0 ADDITION
2	20 MPH	DUE SOUTH	-20 YARDS	-10 YARDS	+20 YARDS	+10 YARDS
3	30 MPH	DUE EAST	-30 YARDS	-20 YARDS	+30 YARDS	+20 YARDS
4	40 MPH	DUE WEST	-40 YARDS	-30 YARDS	+40 YARDS	+30 YARDS
5 OR 6	0 MPH	NO WIND	N/A	N/A	N/A	N/A

FIGURE 47

AT ROLL	DT ROLL	OUTCOME
1	6	OFFENSIVE FOUL: OFF DRAWS AN OFF VIOLATION CARD
6	1	DEFENSIVE FOUL: DEF DRAWS A DEF VIOLATION CARD

FIGURE 48

AT ROLL	DT ROLL	OUTCOME
HI VALUE	LOW VALUE	AT ADVANCES THE VALUE OF THEIR ROLL
LOW VALUE	HI VALUE	DT TAKES POSSESSION & ADVANCES THE VALUE OF THEIR ROLL
EQUAL VALUE	EQUAL VALUE	NO ADVANCEMENT BY EITHER TEAM BUT TEAM WITH POSSESSION MAY ATTEMPT TO PASS TO ANOTHER TEAMMATE IF MORE THAN ONE PLAYER PER TEAM ARE PLAYING, OR MAY CONTINUE TO ROLL ONCE IN SCORING POSITION A SHOT MAY BE ATTEMPTED

FIGURE 49

AT ROLL	DT ROLL	OUTCOME
HI VALUE	LOW VALUE	AT ADVANCES THE VALUE OF THEIR ROLL
LOW VALUE	HI VALUE	AT ADVANCES THE DIFFERENCE BETWEEN THE VALUE OF THE ROLLS (DT IS PLAYING TIGHT COVERAGE)
EQUAL 1-5	EQUAL 1-5	NO ADVANCEMENT BY AT BUT THEY MAY ATTEMPT TO PASS TO ANOTHER TEAMMATE IF MORE THAN ONE PLAYER PER TEAM ARE PLAYING, OR MAY CONTINUE TO ROLL; ONCE IN SCORING RANGE, A SHOT MAY BE ATTEMPTED
EQUAL 6	EQUAL 6	DEFENSE TAKES POSSESSION OF BALL AND ADVANCES ON UNDEFENDED ROLL

FIGURE 50

FIGHTER 1	FIGHTER 2	OUTCOME
HI SUM, 7	LOW SUM, 3	FIGHTER 1 THROWS JAB TO SHOULDER AREA, DOES NOT SCORE
DOUBLES	NO DOUBLES	FIGHTER 1 LANDS TYPE OF PUNCH WHICH SCORES BIG & ROLLS ALONE A SECOND TIME FOR ANOTHER PUNCH TO FIGHTER 2 UNDEFENDED IN A FLURRY OF HIGH SCORING PUNCHES

FIGURE 51